ZERO



GAMES ST AMIGA PC CONSOLES | NOVEMBER ISSUE | £2.70 WITH DISK



AFTER *SILKWORM* COMES...

SWIV

THE EXCLUSIVE REVIEW INSIDE!

WIN

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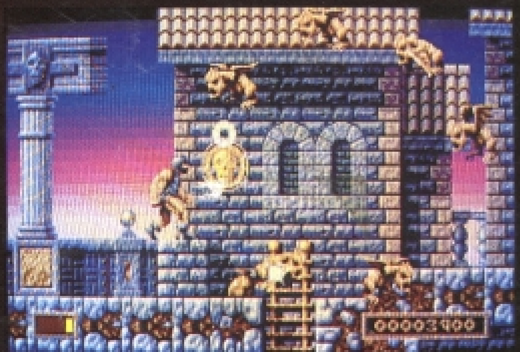
WORRA PAIR!*

*OF SOFTWARE GOODIES

IF U CN RD THS MSSJ, U CN BCM A SEC, ND GT A GD JB.
O, ND SMBDY'S NCKD YR DSK.

Better ask your newsagent for it, or grab another copy!





SCOOP!

BRAND NEW PUBLISHER, BRAND NEW BITMAPS GAME!

OPPO STEALTH

THE COMPLETE SOLUTION – AND WE'VE GOT IT FIRST!

ISSN 0957-9303


SCHWARZE
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AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
YOU MUST TRAVEL TO
YOUR TRUE IDENTITY
A JOURNEY OF NON-
MUTANTS, FUTURISTIC
ARRAY OF WEAPONRY ALL
EXECUTED GRAPHICS
COMPLIMENTS THE
YEAR'S
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHEST



ZENEGGER
OU STAR IN THE GAME...
AL
ALL
EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS,
YOU DISCOVER THE SURREAL TRUTH -
YOU'RE NOT YOU -
YOU'RE ME
MARS TO DISCOVER
OUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
UCCESS OF THE
OP MOVIE
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ZERO 13



It's clucking brilliant! Page 22



ZERO is one year old. It's official, we've even got a birth certificate to prove it. If you'd like a piece of cake, then send off to the usual address. But hurry – there are only two bits left!

Find out how to do it! Page 70



GAMES LIST

A bit like a phone directory really, only different.



It's a sticker-up! Page 26

ZERO
14 Rathbone Place, London W1P 1DE.
071-323 3332

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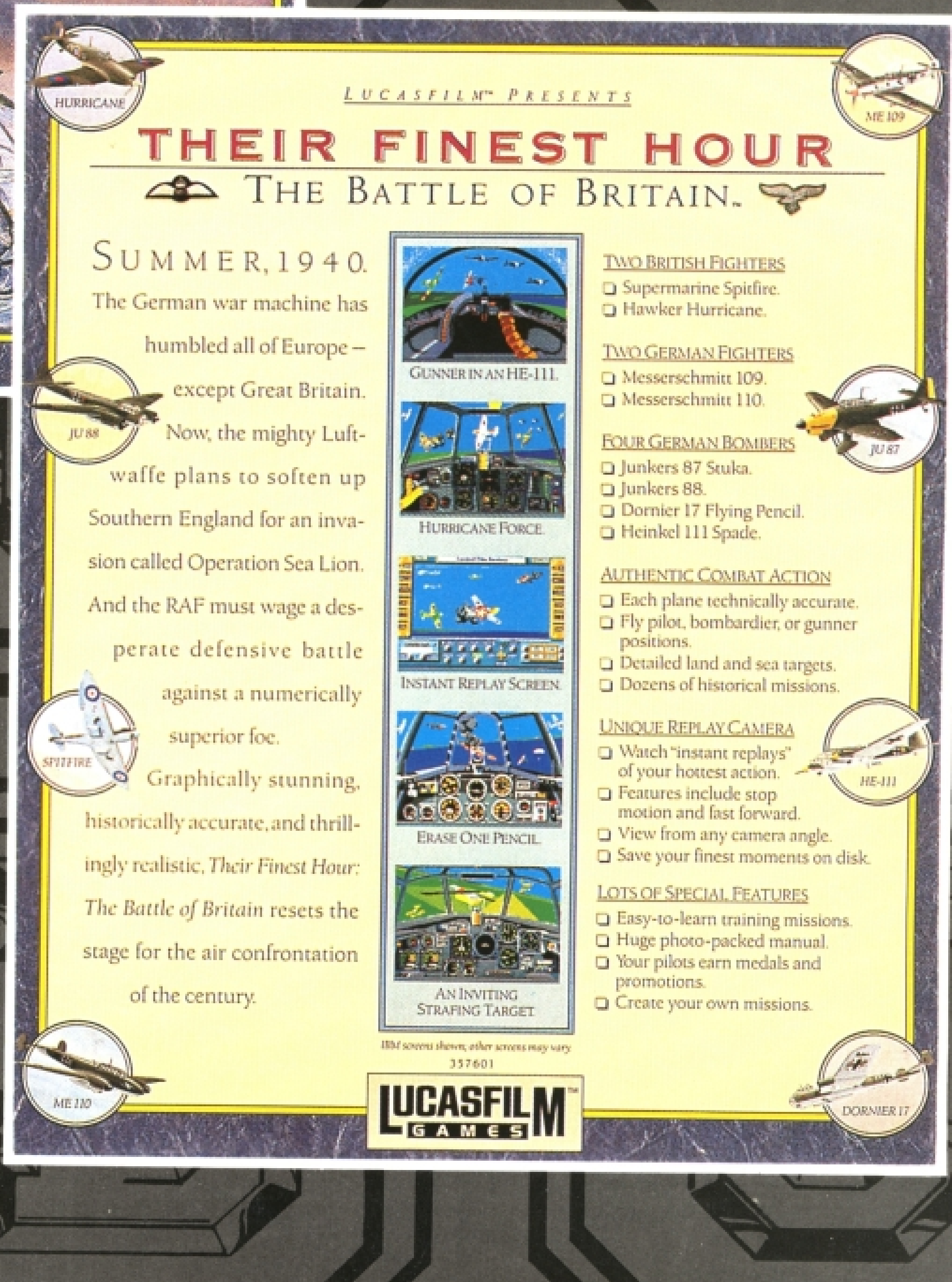
*Erm, actually it isn't. Sorry.

BOXING CLE

LUCAS GAM

U.S.G





ATARI ST

•

AMIGA

•

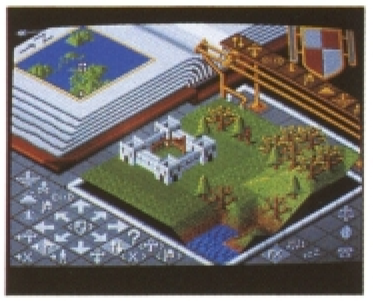
PC & COMPATIBLES


EVER WITH...
SFILM™
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Lucasfilm™ Presents
LOOM
A Fantasy Adventure By Brian Moriarty
LUCASFILM GAMES
Long after the passing of the Second Shadow, when dragons ruled the twilight sky and the stars were bright and numerous, came the Age of the Great Guilds. ❖ Blacksmiths. Shepherds. Clerics. Each dedicated to the absolute control of secret knowledge. ❖ Another such Guild was the Weavers. Over the centuries, their craft transcended the limits of physical cloth, until they wove the very fabric of reality itself. ❖ Now, a strange power has swept the Weavers into oblivion, leaving behind one Weaver boy to unravel the mystery. Help young Bobbin rescue his Guild... and you just might save the universe from an unspeakable catastrophe.
An extraordinary adventure with an interface of magic...
❖ Stunning, high-resolution, 3D landscapes.
❖ Sophisticated score and musical effects.
❖ Detailed animation and special effects.
❖ Elegant point 'n' click control of characters, objects, and magic spells.
❖ No burdensome typing, mapping, or inventory management.
❖ Easy to enjoy for beginners, yet challenging enough for veteran adventure gamers.
"Enchanting... complex... captivating."—
Game Players' Guide
Included inside... Loom: The Audio Drama—A 30-minute Dolby® Stereo cassette, produced at Lucasfilm's Academy Award-winning Sprocket Systems. Brings the characters and setting of the game vividly to life. ❖ The Book of Patterns—An illustrated textbook of spellweaving. Use it to identify, record, and cast magic spells.
Not all of the Guilds welcome strangers.
A spellweaver's power is not for the sheepish.
Use your magic skill to influence the gullible.
3575
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Navigate dense asteroid fields!
What you SEE
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Can you meet the challenge?
Launches You Into The
Ultimate Deepspace Dogfight!
• Starships so real you'll duck when they pass!
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We create worlds.
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For further information on Mindscape products and your local dealer, contact:
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Oi!

SEGA STUFF

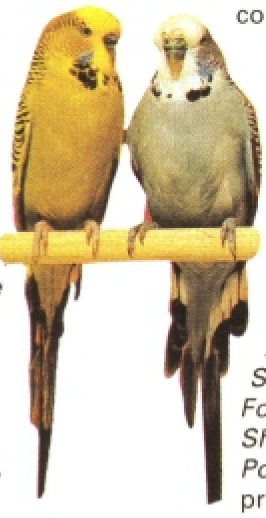


Tecmagik is a new label, set up to publish specifically for the Sega Master System. It has announced three titles so far – and each one is a bit of a cracker. Coin-op classic, *PacMania*, and standard-setting God simulator *Populous* will both be out early next year and the original *Shadow Of The Beast* is lined up for autumn '91.

According to the label's boss, Tim Chaney, who once did the biz for US Gold, the fourth title to be announced will be "just as big if not bigger" than those already revealed. We can hardly wait.

A PAIR OF BUDGIES

Two more publishers are about to join the budget market. Electronic Arts has launched a new 16-bit budget label called Star Performers (replacing the equally pretentious Software Classics label which was apparently being confused with US Gold's Klassix range) and Ocean is to launch the 16-bit incarnation of its Hit Squad budget label. Ocean's been publishing properly on 16-bit for a few years and now feels that it's got plenty of games old enough (and good enough) to be put back on the shelves. It's also been steadily snapping up rights to other labels' products through its compilations.



Ocean will only be re-releasing ST and Amiga games, priced at £7.99 or £9.99.

Electronic Arts will be kicking its new range into life with titles such as *Interceptor, Bard's Tale, Chuck Yeager's Advanced Flight Simulator, Ferrari Formula One, Hound Of Shadow, Keef The Thief*, *Powerdrome* etcetera, all priced at £9.99 apiece.

ATTENTION ALL SUBBERS!



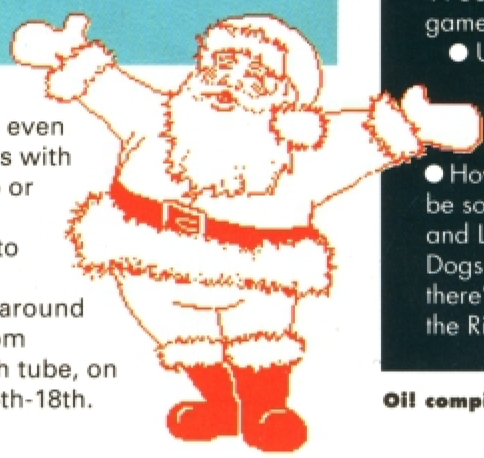
A lot of you guys have yet to receive free games from our rather remarkable subs offer, and please accept our apologies for this. Unfortunately this has been a little beyond our control since Ocean have yet to release some of the formats of the titles offered. Anyway, if you're still waiting for a game, here's an update on the current state of play.

Chase HQ	PC only	*No details available yet*
Untouchables	PC only	*No details available yet*
Batman	PC only	*No details available yet*
Operation Thunderbolt	PC only	*No details available yet*
F-29 Retaliator	PC only	*No details available yet*
Lost Patrol	ST only	*Out within a month*
Sly Spy Secret Agent	ST/Amiga	*Release imminent*
Adidas Championship Football	ST/Amiga	*Release imminent*

As soon as games are made available to us we'll send them out to you!

COMMODORE NEWS

Question: What computer event in the middle of November will attract a crowd the same size as a Queen's Park Rangers home game? **Answer:** The Commodore Christmas Show which – according to the organiser-type chaps – will be visited by now fewer than 13,000 eager punters over three days. Anyone interested in seeing all the latest Amiga software first hand, trudging the aisles, picking up a few bargains (and possibly even shaking hands with the odd celeb or two) should scurry along to the London Novotel, just around the corner from Hammersmith tube, on November 16th-18th.





ON THE GRAPEVINE

● It's been a rum old time for the software industry this summer. Sales have been at an all time low and companies have been folding left right and centre. Latest to feel the pinch is Activision. Unfortunately, the firm's American parent has not been doing so well and has now lost so much money that it's been forced to virtually shut down its European arm. The firm will, however, continue to publish Nintendo titles over here with **Ghostbusters II** leading the charge very shortly.

● As you'll see from the cover we've got a scoop on the spanking new Renegade label. You can read all about it on page 22, but in the meantime here's the very latest news. The Bitmaps have already planned a follow up to **Gods** – it's called **Magic Pockets** and it's a cutsie arcade multi-scroller based on a kid who jumps inside his own bottomless pocket to retrieve all the toys and things he's put in there! Where do these people get their ideas, eh?

● Audiogenic thinks it's struck a gold mine with its forthcoming puzzler **Loopz**. Japanese coin-op giants Capcom obviously think so to, because they've signed the rights to convert the computer game for arcades! Plans for a Nintendo and Gameboy versions are also afoot. Further in the future, Audiogenic has plans for a sports sim label, and one of the first titles will be a rugby game.

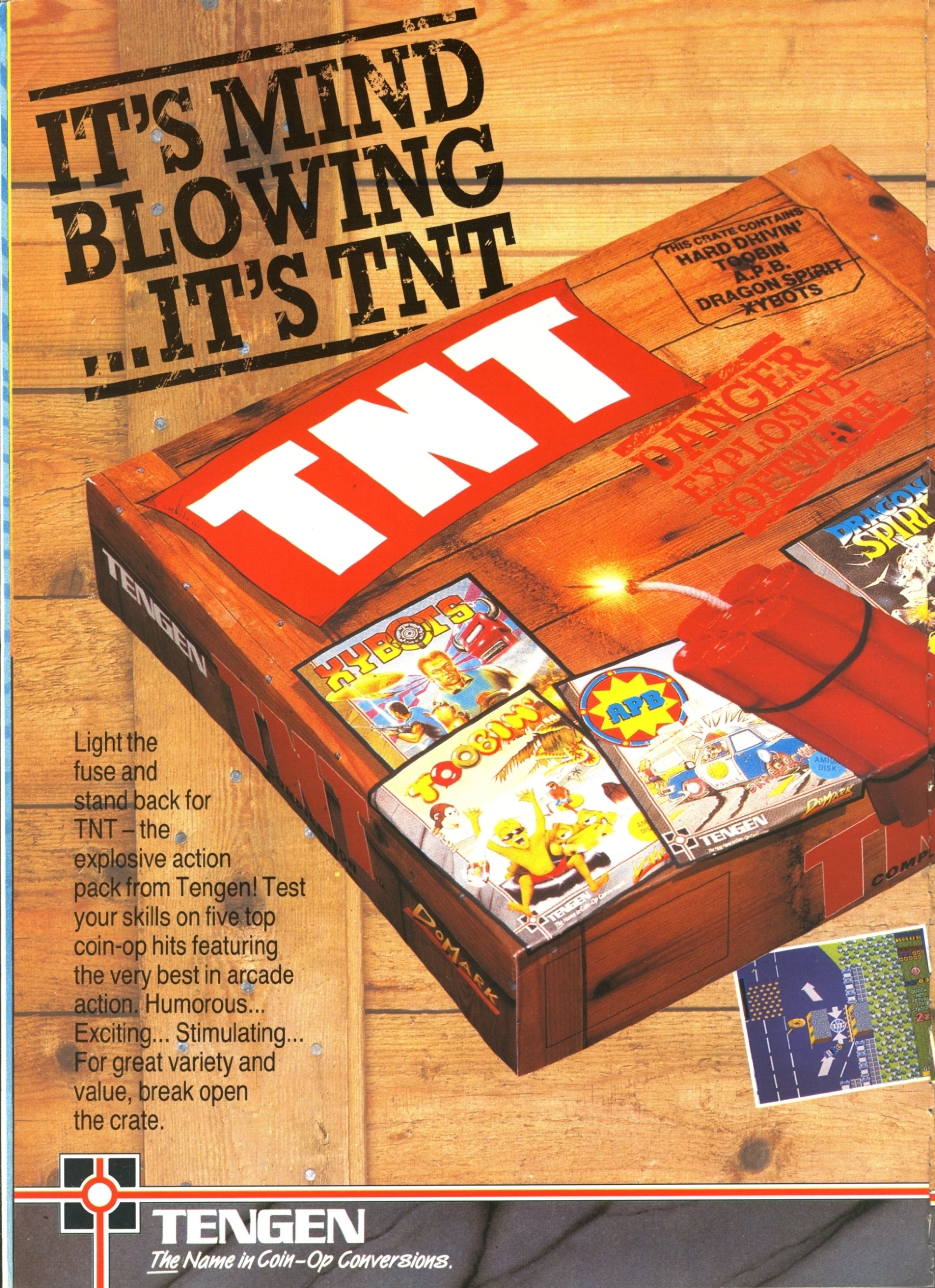
● Gremlin has just announced yet another driving game. After **Combo Racer, Lotus** and **Team Suzuki** will come **Celica GT4 Rally** – a rally driving game with the Toyota licence and based on the car of the same name.

● We all know that everybody needs good Neighbours. Well now you can get them on your micro thanks to publisher Zeppelin snapping up the licence for the Aussie soap. The game will be released on the firm's new Impulze label on ST and Amiga this November and will sell for around £20. Since gaining the licence from the Beeb, the firm has been hard at work developing storylines to include all your favourite characters – even Bouncer may get a look in. Hopefully the **Neighbours** game will be better than the **EastEnders** title which a small firm called Macsen licensed back in 1986. After a few bold headlines both game and company sunk without trace.

● US Gold has secured the licence to convert Sega's two coin-op smashes **E-Swat** and **Line Of Fire**. See next month's ZERO for exclusive info.

● How come dogs are always made out to be so intelligent? I mean there's Rin Tin Tin and Lassie, Belle and Snowy. Face facts. Dogs are actually rather stupid. Pigs... now, there's an intelligent creature. But where's the Rin Tin Pig show? Think about it.

Oi! compiled by Stuart Dinsey and Dave Roberts


IT'S MIND BLOWING ...IT'S TNT
THIS CRATE CONTAINS
HARD DRIVIN'
TOOBIN
A.P.B.
DRAGON SPIRIT
XYBOTS
TNT
DANGER EXPLOSIVE SOFTWARE
TENGEN
XYBOTS
TOOBIN'
APB
DRAGON SPIRIT
DOMARK
Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.
TENGEN
The Name in Coin-Op Conversions.




Hard Drivin'

The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.

"A stunning conversion... it plays brilliantly" C&VG
"A sure fire hit." Sinclair User
"Near perfect conversion" ACE




Toobin'

Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.

Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun" The Games Machine



Dragon Spirit



Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?

"Accurate and action packed... great graphics and addictive gameplay" C&VG
"Makes the most of the coin-op" The Games Machine
"Another stonking coin-op conversion" Amstrad Action




APB

A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!

"Straight from the coin-op... a must for all fans" New Computer Express
"Great fun... pretty hard... keeps you coming back for more." Zero
"A must buy!" Crash



Xybots

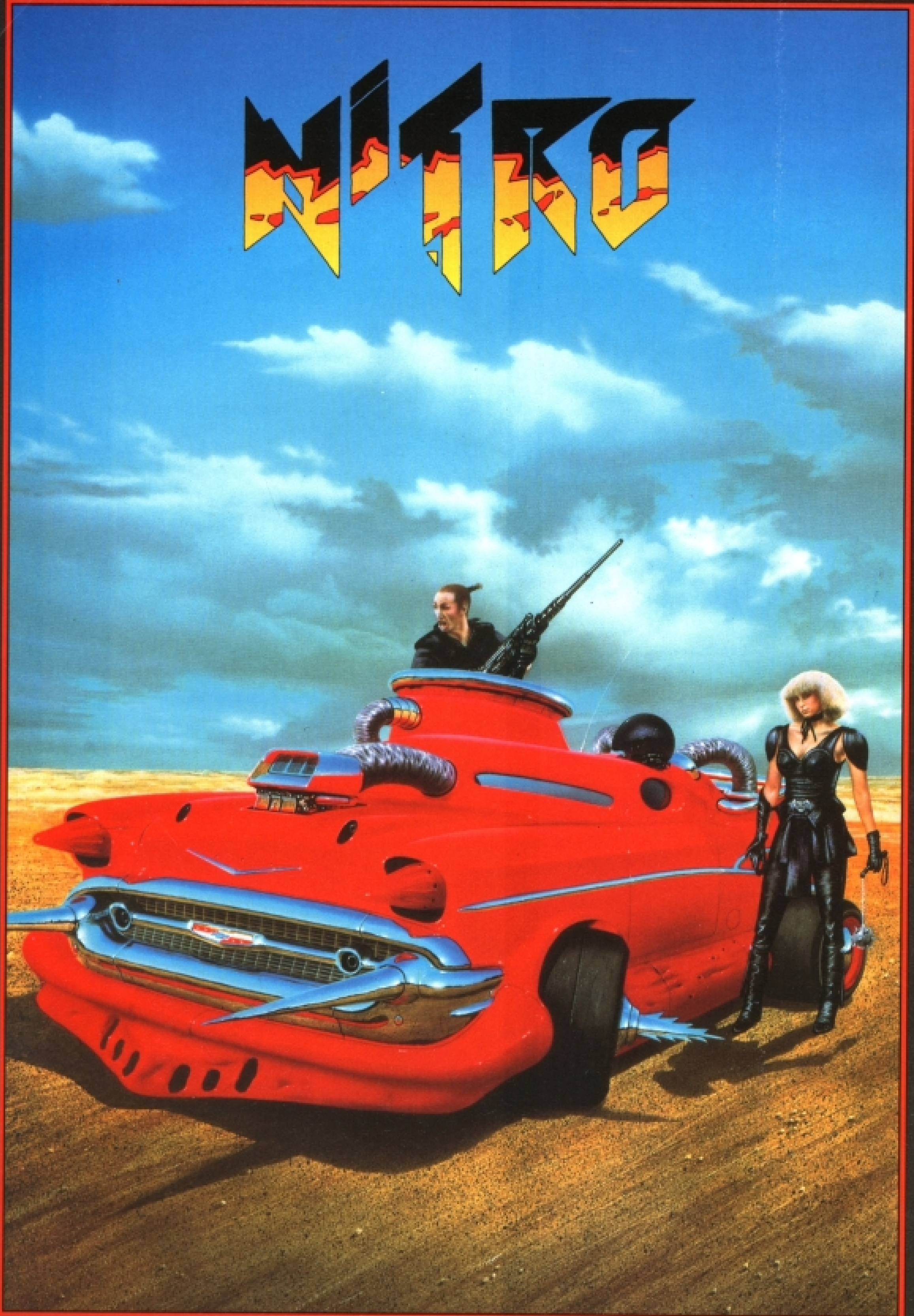
The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.

"Simple, addictive and entertaining, Xybots will make your day" Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express

Artwork and Packaging © 1990 Domark Ltd.
Published by Domark Ltd, Ferry House, 51-57 Lacy Road London SW15 1PR Tel: +44(0)81 780 2224

Available on: Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Amiga & Atari ST Screenshots

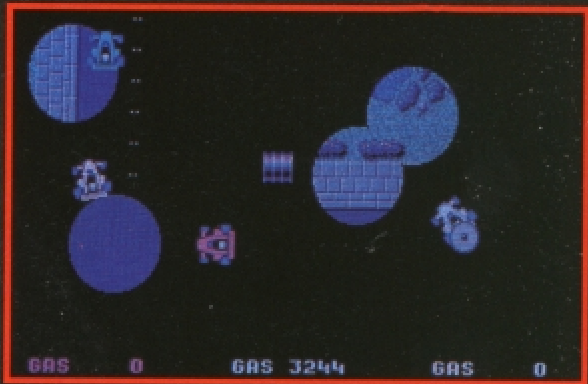
DOMARK











NITRO

Choose your car, grab the wheel and go!

Speed through the cities, deserts, forests and wastelands competing in over 30 gruelling races — day *and* night in a mad dash for the finishing post.

Race against the computer or friends.

Pop in the shop to enhance or repair your machine.

Pedal – to – the – metal fun!
Squeals on wheels!
Lead – free frolics!

Screen Shots from the Amiga version

SEEING IS BELIEVING

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Access VISA

PSYGNOSIS

Previews – rather like reviews really, only not quite as long and, well... there's a 'p' on the front of 'previews', um... actually they're completely different.

NINE LIVES

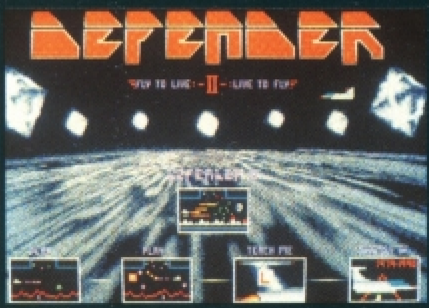


Bob Cat is the horniest cat in town. He leaves kittens on every street corner and ex-lovers in heaven. But there's one cat who's special in his life – Claudette Cat, who has the biggest pair of... eyes you've ever seen. But before Bob can 'sow his oats', Claudette is abducted by the Mad Scientist's henchmen. So Bob sets off in hot, passionate pursuit. *Nine Lives* is a return to the traditional million screen platform adventure romp-around with animal adversaries and a cute line in tongue-in-cheek graphics.

● Coming out from ARC in November on ST and Amiga, price £19.99.

DEFENDER II

In my day, we 'ad to make do with graphically primitive arcade games. I used to get up at three int' morning, eat my mother raw, walk 400 kilometres to the nearby coin-op emporium, and play *Defender*, that old classic that



was more playful than a friendly whippet. O'course, in our day, we didn't have Jeff Minter converting the original and updating it into a just as playable 90's version. You don't know how lucky you are. 'Course we had good haircuts in our day, not some long, floppy, hippy hair-do. You take that down t'pit wi' yer, and the machinery would have your hair and scalp off.

● Available from ARC in November on ST and Amiga, price £19.99.

CYBER ASSAULT



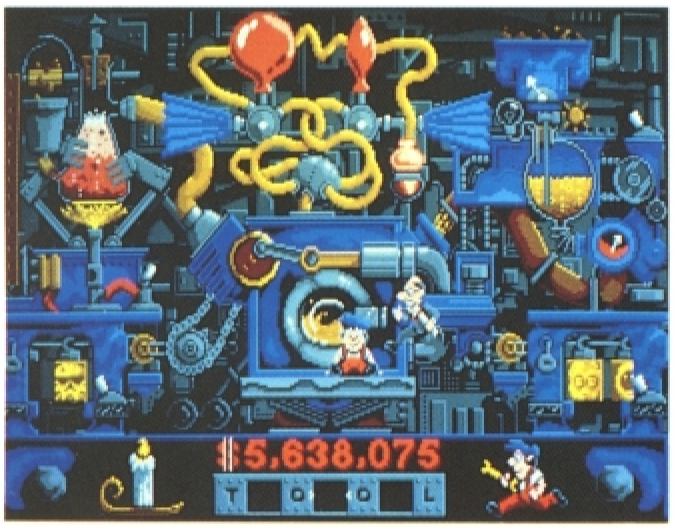
The world of vector graphics is branching out. So far in the polygonic past we've had flight sims, tank sims, sub sims, spaceship sims, car sims, and even ski sims – and now the first ever Human Simulator. See what it's like to control a real person! Find out what it's like to really walk, jog, run and jump like a proper Homo Sapiens does! You control TRAX, a complex exo-skeletal humanoid in green underpants, as he traverses a *Krypton Factor* style assault course. No Gordon Burns alas, but 70 frames of animation, multiple camera views, 15 frames per second and lots of algorithms instead.

● Available from ARC in December on ST and Amiga, price £24.99.

NIGHT SHIFT

Are you a creature of night? Do you do all your drinking and thinking, writing and fighting, bagging and er, other things at night? Are you so nocturnal that you could paint yourself black and white and call yourself a badger? *Night Shift*, the newie from Lucasfilm, is specially designed with you, the insomniac, in mind. You play a night worker in charge of a toy factory, manufacturing little plastic Darth Vaders, R2D2's, and Indiana Jones's (coincidentally George Lucas inventions). The problem is that the factory is so complicated it's a puzzle! There's a time limit, as well as irate lawyers, lemmings (?) and a surly boss to deal with. It looks bright and colourful and full of 'lively animation' if the press release is anything to go by.

● Available from US Gold at Christmas on ST, Amiga and PC, price £24.95.



ST CHART

1. **F-19 STEALTH FIGHTER** MicroProse
2. **THEIR FINEST HOUR** Lucasfilm/US Gold
3. **SHADOW WARRIORS** Ocean
4. **OPERATION STEALTH** Delphine/US Gold
5. **MIDNIGHT RESISTANCE** Ocean
6. **BSS JANE SEYMOUR** Gremlin
7. **FALCON MISSION DISK 2**/Mirrorsoft
8. **BATTLEMASTER** PSS/Mirrorsoft
9. **LOOM** Lucasfilm/US Gold
10. **BACK TO THE FUTURE II** Mirrorsoft

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

CHART

1. **CORPORATION** Core Design
2. **SHADOW OF THE BEAST 2**/Psygnosis
3. **OPERATION STEALTH** Delphine/US Gold
4. **SHADOW WARRIORS** Ocean
5. **WINGS** Cinemaware/Mirrorsoft
6. **BATTLEMASTER** PSS/Mirrorsoft
7. **THEIR FINEST HOUR** Lucasfilm/US Gold
8. **LOOM** Lucasfilm/US Gold
9. **FALCON MISSION DISK 2**/Mirrorsoft
10. **BSS JANE SEYMOUR** Gremlin

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VOODOO NIGHTMARE



Boots Barker, innocent bystander, was caught by a mysterious voodoo (oooo-ee-oooo) spell which transformed him into a bizarre mask which only a witchdoctor (oooo-ee-oooo) can remove.

Unfortunately various sub-games have to be completed around the colourful isometric 3D jungle landscape before Boots can confront the evil medicine man (oooo-ee-oooo). Wandering around the Congo jungle you have to avoid nasties like spiders, scorpions, snakes, leeches and International Aid Representatives. Also, there are booby traps firing blowdarts that have a variety of interesting effects including temporary blindness, paralysis, sleep and hyper-activity (bit like being drunk really). To counter these there are the occasional supply huts, where you'll find jumping boots, medicine and voodoo dolls (oooo-ee-oooo). There are also underground temples and catacombs, evolving into mazes and puzzle-riddled caverns.

***Voodoo* (oooo-ee-oooo) *Nightmare* comes free with a little doll of the Managing Director of Palace, so you can stick pins in him if the game doesn't load.**

● Available from Palace on ST and Amiga, priced £24.99.



NARC

And here, with a complete disregard for the sovereignty of body parts, a conversion of the most gruesome arcade in years, *Narc*. In it you play a character with a very big gun who blows people away. When the people get blown away they splatter across the screen, spewing arms, legs and other body parts in all directions. In between all this slaughter is actually a plot, concerning professors and objects and such stuff. Ocean has commissioned the Sales Curve team to convert this coin-op classic faithfully, right down to the last flying piece of anatomy. They might have to incorporate a 'Lessen Violence Please' key for the Germans (who are notoriously squeamish about detachable limbs of any kind).

● Coming out from Ocean for Christmas on ST at £24.99 and Amiga at £29.99.

SPECIAL CRIMINAL INVESTIGATION

Take *Outrun*, have a pang of guilt, put it back, make the car a bit thinner and the graphics a bit faster, add a sprinkling of *Chase HQ*, mix for three minutes with essence of *RoadBlasters* and you might just have *Special Criminal Investigation* on the menu. It's a coin-op hybrid of all those games and is looking fast and faithful on the 16 b(l)itters.



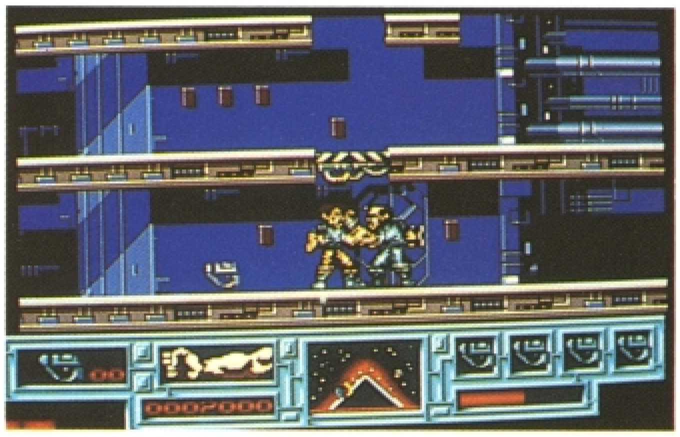
Essentially you race across a cityscape of meandering roads, tunnels and central reservations, chasing the token drug baron's Porsche. When you catch up with it you have to run it off the road with your laser beam before the time limit descends to ZERO (plug). Additional extras include helicopter-dropped xtra-weaponry, pedestrians and fellow road users who can be blown to smithereens (hurrah).

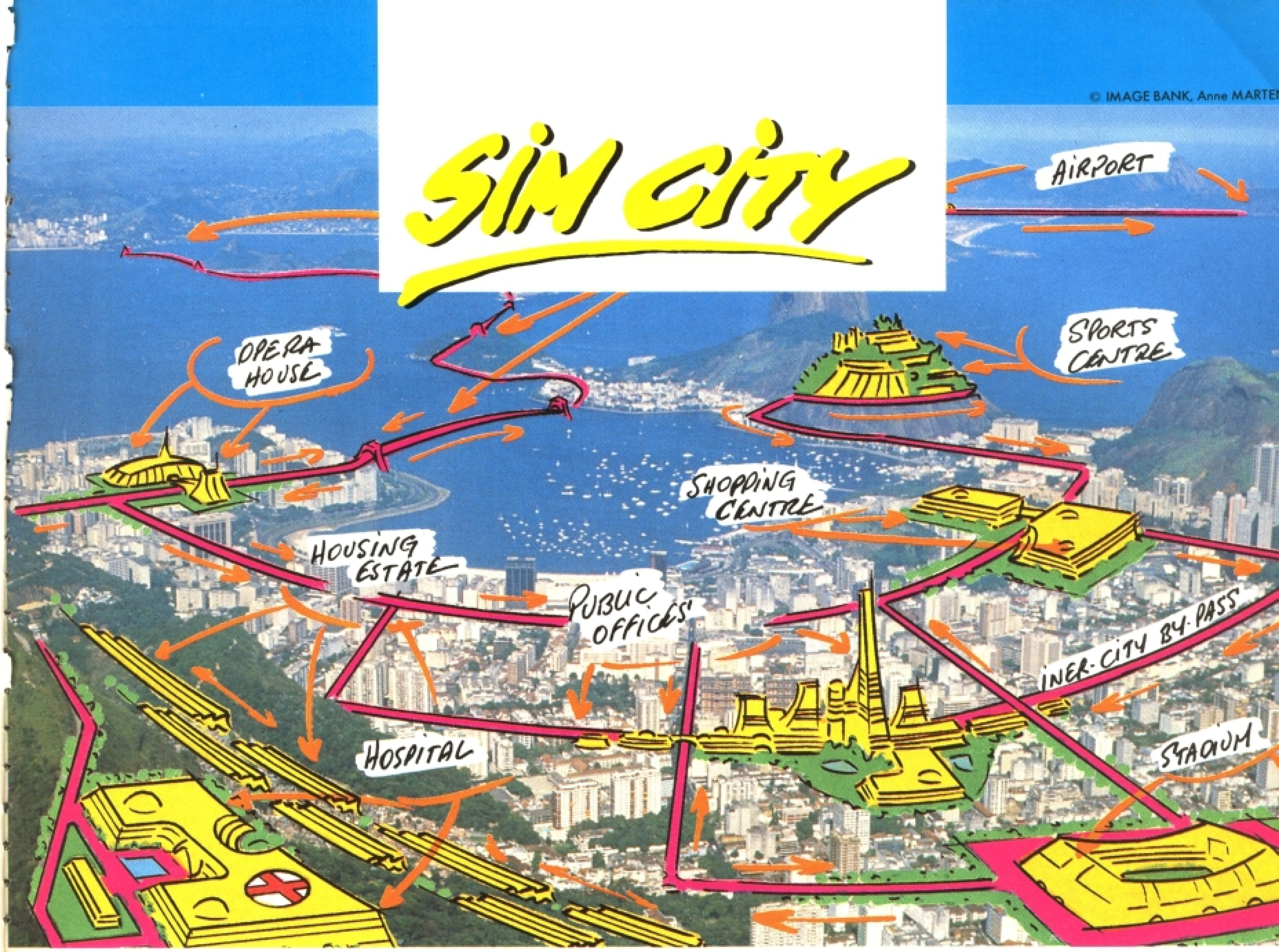
● Out at Christmas from Ocean on ST at £24.99 and Amiga at £29.99.

TOTAL RECALL

"Sarah Connor?" "Er, yes." "Uzi 9 millimetre!" Dugga-dugga-dagga! *(What's going on here? Ed.)* Oh, sorry wrong film. *Total Recall* is the latest escapade from the Greatest Living Austrian, proof that if you're totally crap at acting all you need are a couple of enormous pecs to make your Hollywood career. A game of the film is currently under production as you read at Ocean HQ. It's going to be a scrolling multi-directional platform shoot 'em up, with vaguely comic style graphics to avoid any legal wrangles with Arnie (and frankly who, apart from his wife, would want a wrangle with Arnie).

● A Christmas release from Ocean on ST at £24.99 and Amiga at £29.99.





RIO DE JANEIRO 2019.

SIM CITY

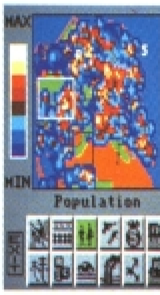
NOW AVAILABLE ON ST

What you should know about the game of the year.

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"

Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.

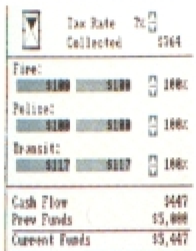


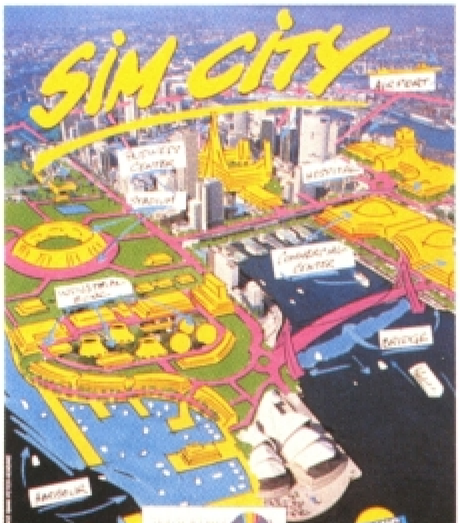


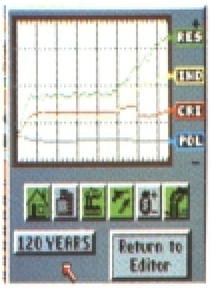
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

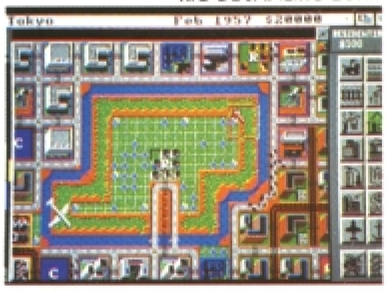
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real





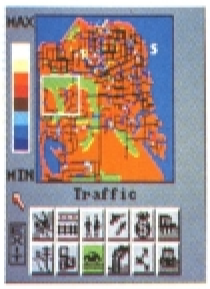






time. Every decision instantly influences the life of your town.

In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."

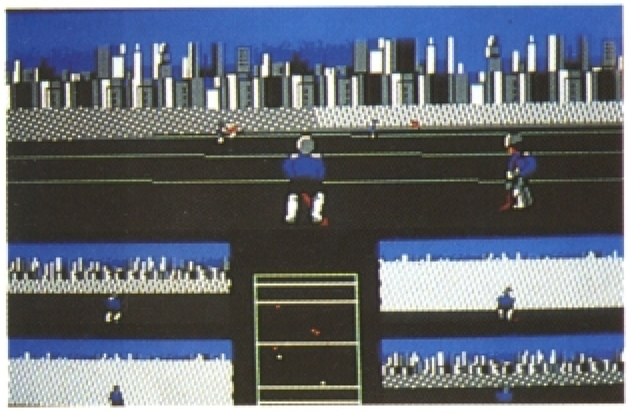
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES

STREET HOCKEY

This is it. Forget Water Cribbage. Dispell Madagascan Rules Rugby from your mind altogether. Street hockey is the happening sport of the future (well on Channel Four at 3am anyway). The chaps with rather large noses at Gonzo Games have secured the much sought after British Street Hockey Association endorsement for their follow up to ZERO Hero'd *Wipe Out*. Featuring more split screen action than you can shake a large pair of scissors at, the idea is to fight your way up though the street leagues of New York, moving up Manhattan Island towards Central Park as you go. If the complexity and addictiveness of *Wipe Out* is anything to go by, this could be a bit of a goodie...

● Available from Gonzo Games on Amiga and ST (PC to follow) round about now-ish!



UN SQUADRON



The United Nations is an organisation dedicated to throwing some of the best international wargame parties ever held. "Hey man, let's go shoot up some antelopes in Central Africa." "Yeah, great, why not involve all the civilised nations of the world?". The Middle East, conveniently full of maniacs all called either Khomeini or Hussein, is the perfect place for a UN 'do'. In *UN Squadron* you have the chance to strut your funky stuff in an F-14, Tigershark or an A-10 Thunderbolt against a group of corrupt and powerful arms dealers based somewhere in the Middle East. Boo hiss. This two-player coin-op conversion is fast, furious, and apparently rather like "shaking hands with the devil." Just hope he washes them first.

● Available for Christmas from US Gold at £24.99 on ST and Amiga.

PC CHART

1	**FLIGHT OF THE INTRUDER**/Mirrorsoft
2	**PGA GOLF TOUR** Electronic Arts
3	**ULTIMA VI** Origin/Mindscape
4	**WORLD ATLAS** Mindscape
5	**F-19 STEALTH FIGHTER** MicroProse
6	**CHESSMASTER 2100** Mindscape
7	**JACK NICKLAUS UNLIMITED GOLF**/Accolade
8	**FUTURE WARS** Delphine/US Gold
9	**KING'S QUEST TRIPLE PACK**/Sierra/Activision
10	**RAILROAD TYCOON** MicroProse

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

ROGUE TROOPER



Anybody who reads the classy comic *2000AD* will know Rogue Trooper. He's big, blue, and biologically engineered to be able to breath the poisonous atmosphere of Nu-Earth. The air there is so toxic that it makes London drinking water positively delicious. People in Nu-Earth go to Sellafield for a holiday. Originally there were more of the blue GI's but they were betrayed by a traitor general and all killed except for Rogue.

He's got four levels of alternating shoot 'em up and explore/mapping sections to penetrate before he can exact revenge. At first Rogue is unarmed and has to cope with his bare blue hands, but eventually he gains a weapon, and may even trade and barter for more artillery. The game boasts 50 frames per second action, ultra-fast and smooth scrolling style graphics, and faithfulness to the comic original.

● Available pretty soon from Krisalis software on ST and Amiga, price £24.99.

WINGS OF DEATH

Awesome graphics! True arcade action! Excellent playability! You'll find all these and more in German software house Thalion's latest release. It's a massive scrolling shoot 'em up with a spells 'n' sorcery scenario, combining over one megabyte of graphics with up to 512 colours and 95 objects simultaneously on screen. It's bound to prove to be the shoot 'em up of 1990! (Rewrite of press release © David McCandless 1990.)

● Available on both the ST and Amiga nowish at £24.99.

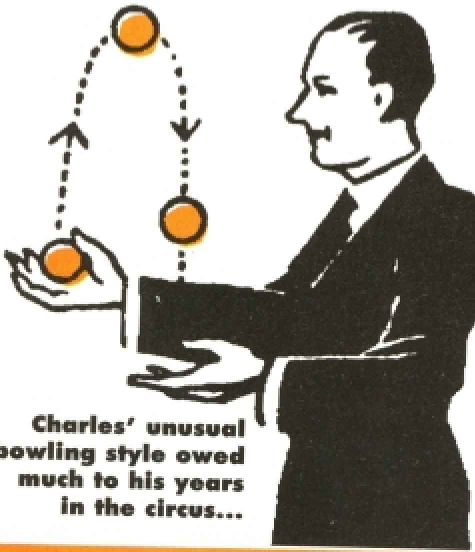




THE 25TH CENTURY
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Blast into the far-flung future with an all-new, premium role-playing adventure game from SSI's Special Projects Team!
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STRATEGIC SIMULATIONS, INC.
BINGHAM

BIG AND BO

This month ZERO pitches in with the top selling *Hardball* and a bit of a fab demo of the ZERO Heroed adventure *Elvira, Mistress Of The Dark*. All for little more than a squid. Nobody does it better.



Charles' unusual bowling style owed much to his years in the circus...

NO PC-ING ABOUT

Unfortunately we haven't been able to include a PC disk in this issue. However to compensate loyal PC owners for the increased price of the issue we've got together with Accolade to bring you a special offer of your very own. Send this voucher and a cheque for £19.99 payable to Accolade at Accolade Customer Services, Lombard Business Centre, 50 Lombard Road, London SW11 3SU and you'll be sent a copy of Hardball II worth £24.99. That's a fiver off a rather excellent game – so we do love you really.

£5 OFF WITH THIS COUPON

CONTROLS

LOADING: Both ST and Amiga disks should auto boot. Amiga 1000 owners may need to use *Kickstart 1.2*.

NB Atari STE owners should set their machines to Medium Resolution before playing *Hardball*.

HARDBALL

Complete Game/Accolade

You've worn the hat, you've used the slang, now play the game. *Hardball* gives you all the action of baseball without the need to invest in a pair of All Stars and it can be played against the computer or a friend.

Once the game is loaded you'll be asked if there's a joystick or mouse in Port 0. If there's a mouse, then you can only play one player games. For two player games you will need two joysticks. Shame.

Once you've sorted that little lot out you'll have to choose which team is Home and which Away and then decide whether or not to use a designated hitter (that's someone who bats in place of the pitcher.) This is done by simply highlighting the option you want. Use the same method to select which team you control and how (i.e. joystick or mouse). Now you're ready to play.



PITCHING

There are eight different types of pitch in *Hardball*. (That's pitch as in throwing the ball, stupid.) However, the individual pitchers are only capable of using four different pitches. If you're playing with the mouse you select the pitch you want to use by highlighting it then clicking. With the joystick simply push the joystick in the direction indicated for the pitch of your choice and press fire. After you've selected the type of pitch you then select the direction that you actually want to chuck the thing. For the mouse you're faced with a grid; highlight the zone you want to pitch into and then just click. Joystick wibblers will have to push their joystick in the direction they want and press fire.

FIELDING

When the batter has hit the ball your view will change to show the pitch (that's pitch as in lots of grass, stupid.) The figure nearest the ball will start flashing. Move him to stop the ball. Then you can try chucking it to a base and run someone out (or is that cricket?).

BATTING

Batting is much the same as pitching really. *(Eh? Ed.)* First you decide whether to bat or steal a base. Then, as the ball flies towards you, select the area of batting, wait 'til the crucial moment, squeeze the fire button and, er... miss.

MANAGEMENT SECTION

At the end of each player's bat a management section comes on screen, giving you the chance to change players and tactics. To return to the action press the space bar. If you press the space bar during the action you'll go straight to the management section.

Sound tactics, a well chosen team and lightning reactions should see you through to victory in nine innings. (Or is that cricket again?)

DISKON

So you've loaded the disk and absolutely nothing's happened. Well you've probably popped it in the toaster in which case we'd recommend leaving it in for three minutes and spreading it thinly with some margarine and Chivers' Olde English marmalade. However if you're convinced that you've loaded the game in your ST or Amiga then just follow these simple instructions...

OUNCY

ELVIRA

Animated Demo/Accolade

Remember Elvira? Course you do, she graced our cover back in June and the response was... er, huge. The game *Elvira, Mistress Of The Dark* received a rave review and a ZERO Hero accolade. (Please note very subtle joke.) People tied themselves into double

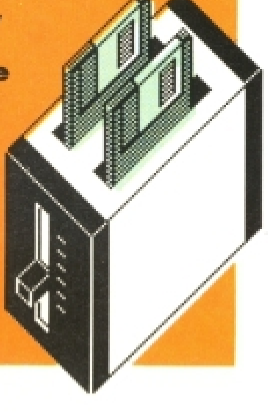


entendres waiting for the release of this stunning adventure game. Then, horror of horrors, Horrorsoft went bust. (Please note fairly gratuitous breast reference.) Was this the end of the line for *Elvira*?

Fortunately not. Accolade stepped in and *Elvira* will be appearing on their label in October. Hurrah! "But what is *Elvira, Mistress Of The Dark*?" asks Mr R. J. Squires of Batley. Well Mr Squires, it's an adventure game in which you must rescue the dark damsel, who's a prisoner in her own castle. The game is full of great locations and gruesome monsters all in outstanding graphics. We could go on for hours about it all, but why bother listening to us? Slap the disk in your machine and see for yourself. STOP

N NECTED

1. Pop the disk, a note explaining the problem and a stamped addressed jiffy bag into a bigger jiffy bag.
2. Send this to **ZERO Disk Returns, Copytec, Alban House, 24A White Lane, Flackwell Heath, Nr. High Wycombe, Bucks, HP10 9HR.** They'll send you a replacement disk as quickly as possible.



Just what is so good about dog's testicles? We're jiggered if we know. Still, nine out of nine readers who express a preference say ZERO is the dog's... (*Snip! Ed.*)

ZERO 14

ONE FOUR THE ROAD

WITH COVER-MOUNTED DISK!





RAMPAGE

COMPLETE GAME

Yes, I know we promised this one before. But there were problems with it, so we gave you *Wicked* instead. Several of you wrote in to say 'Oi! What happened to *Rampage*?" Well, they don't call ZERO 'the listening mag' for nothing you know. *(They don't at all. Ed.)* Anyway, we've done our best to overcome these probs and (fingers crossed) we're now able to bring you *Rampage*, the complete game. Play one of three huge monsters as you stamp on people, kick down skyscrapers and eat cars. Yum yum!

MYSTERY GIFT!

WELL, A MYSTERY PLAYABLE DEMO...

At the time of going to press, high level negotiations are underway to bring you a fab playable demo. Forget Bush and Gorby, we're talking Teresa here! Will it be an arcade game, will it be a sim? Will it be mushrooms and fried onion rings? You'll have to wait and see!



The villains had thought pinching Loopy Dawson's copy of ZERO would be a piece of cake! But they hadn't reckoned on Loopy's guard bear!

ZERO reserves the right to alter the contents of disk or magazine without prior warning. So there.



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RENEGADE

ZERO EXCLUSIVE SCOOP



Forget Wall's Soft Scoop, here's the ZERO software scoop of the aeon!!! Not only exclusive news of a brand new publisher but also two brand new *Bitmap* games!!! So *David Wilson* put all selfish thoughts of food, sleep and breathing aside to bring you the lowest of lowdowns on Renegade Software and *Gods*.

If you managed to pay a visit to the European Computer Entertainment Show (formerly the PC Show) at Earls Court in September, then you may have seen Betty Boo and the Boo-pettes 'doing their thang' whilst sporting Renegade T-shirts. What did it all mean? Well, Betty Boo is just one of the artists on Rhythm King Records, and Rhythm King along with the Bitmap Brothers chose the annual industry show to announce their new software label – Renegade.

Martin Heath is the head of Rhythm King Records and a computer games nut of the first order. He first got involved in the industry when the Bitmaps approached him wanting Rhythm King artist Bomb The Bass to supply a soundtrack to *Xenon 2*. Martin began to acquire knowledge of the industry and was dismayed by what he saw. From this dissatisfaction and the conviction that he would be able to run a software label more efficiently – drawing on the Rhythm King experience and multi-media facilities – Renegade was born. Martin is keen for Renegade to offer a better deal to games developers. Erm... how?

HOW DOES RENEGADE GIVE A BETTER DEAL TO GAMES DEVELOPERS?

The Developers' Perspective

You wouldn't buy a record because it's on the K-Tel label, would you? And you wouldn't buy a paperback novel because it's published by Virago. Of course not! You'd buy a book because you liked the author and a record because you liked the artist. Renegade intends to pursue this policy of promoting programmers over the publisher in its software. So instead of buying a Renegade game – you'll be buying a Bitmaps game.

Eric Mathews from the Bitmap Brothers is rather scathing about the quality of many licensed games. Largely, licensed games are expensive to produce and are frequently rushed out to tie up with the release of the film/book/record or whatever the licence is based on. As we know the Bitmaps have built up a reputation for producing high quality original titles like *Xenon 2, Speedball* and *Cadaver*. Eric believes that by establishing this sort of pedigree and then selling games with the programmers names in prominence, Renegade can create a situation where publishing a game by the Bitmaps is the same as publishing a licensed product – except perhaps with more confidence in the quality of the contents. A major part of the Renegade philosophy is to protect the artistic integrity of its developers – in short to give credit where credit's due. The Bitmaps have always been strong exponents of the games developers right



Martin 'If Thine Eye Offends Thee, Pluck It Out' Heath demonstrates one of the hundred and one uses for a Renegade sticker. *(Oaooouwwwouach! – I felt that. Ed.)* **Photos by Dylan Martinet**

SOFTWARE!!



Renegade: A brand new label, a mean looking logo, a groovy line in T-Shirts and a dodgy pair of specs. From left to right: Eric Matthews from the Bitmap Brothers, Martin Heath from Rhythm King, and Tom Watson the famous American golfer (sorry, I lied) the manager of Renegade.

to recognition. Eric makes the salient point about the injustice of an employee of a games publishing company getting up to receive a Programmer Of The Year award at software awards ceremonies. The ideals of Renegade: recognition, shared responsibility and artistic integrity for developers has been crucial in attracting the Bitmaps to this new label.

The Publisher's Perspective

Martin Heath (remember? He's the head of Rhythm King Records) has been an avid computer gamer since the tender age of 12. Now that Rhythm King and the Bitmap Brothers are forming Renegade – 'a new kind of entertainments company' – he's naturally rather excited about the whole venture.

Martin concurs with Eric's views on the way that much of the credit for producing a good piece of software goes not to the developers (the creative input) but to the publishers. From Martin's experience with the music business, he was astounded to learn of some of the deals games programmers were being offered. Martin claims Rhythm King Record's experience will stand Renegade in good stead. He sees much in common between the two industries but says the music biz has had 20 more years to learn the best way of doing things. The record label has video, film and music recording facilities at its disposal – so it's no stranger to effective packaging and artwork. More importantly Renegade intends to be 'different' in its treatment of games developers, and this doesn't end with promoting programmers over the publisher. Renegade plans to put its money where its mouth is and offer its programmers a profit-sharing deal.

Furthermore the new company aims to encourage new and existing talent into its fold not only with financial incentives and sharing of responsibilities but also with the high esteem in which it holds developers. Just as Rhythm King prides itself on listening to every 'demo tape' they receive, so Renegade promises to be receptive to new material and not rip off peoples ideas. A better deal for programmers, more credit where it's due, and more dosh, together with the employment of all the well established machinery of Rhythm King Records should result in better games for us, and that can only be a good thing!

ONE THING YOU NEVER KNEW ABOUT THE BITMAP BROTHERS

No. 1. The Bitmap Brothers are all, in fact, real life brothers. Forget the Nolan Sisters, forget the Waltons, forget the Darlings (*Who could forget the Darlings? Ed.*) the Bitmaps are probably the biggest 'showbiz' family ever.

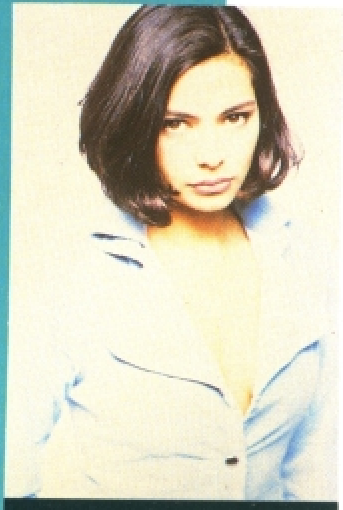


'Waltons: smaller than the Bitmaps'.
(How come they've all got different surnames then!? Ed.)

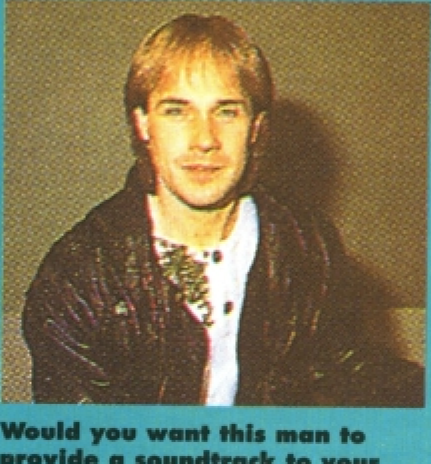
THE RELATIVE MUSICAL MERITS OF RENEGADE VERSUS DELPHINE

Renegade aren't the first label to have the backing of a record company. Paris based Delphine software (of *Future Wars* and *Operation Stealth* fame) is the software arm of Delphine records. Like Delphine, Renegade intend to make the most of its parent company's experience and facilities. You've already been given a taste of what this can achieve if you've heard the Bomb The Bass soundtrack to the Bitmaps' *Xenon 2*. Just imagine what this multi-media collaboration will achieve with the back-up of Rhythm King's musical and video facilities!

Oh yeah... I was just comparing Delphine to Renegade Well, Delphine Records has Richard Clayderman and Rhythm King has Betty Boo. Erm... I rest my case.



The lovely Betty Boo, er... she's on Rhythm King Records. *(Any excuse! Ed.)*



Would you want this man to provide a soundtrack to your computer game?

YE GODS!!



Hmm... this superweapon seems to have a rather star-tling effect (groan).

The first Renegade game will be *Gods* by the Bitmap Brothers. Although its release date is three months away, ZERO had a privileged peek at how it's coming along.

Gods is a side view multi-scrolling arcade adventure which, as you'll see from the ST screenshots is poised to continue the Bitmaps' success story! *Gods* puts you in the role of a gladiator set to complete four tasks in four worlds in a bid to be rewarded with eternal life (or Le.fi if you're a Billy Graham follower). Each level (as well as having a host of baddies) will be rife with puzzle solving elements. And just look at how much there is for you to pick up! 15 different weapons, 20 different potions, over 30 different objects per level and over 57 varieties of Baked Beans. (*Are you sure about that last one? Ed.*) In a nutshell, the main character looks like he's fresh from the *Speedball* pitch and the gameplay is reminiscent of a view from the side *Cadaver* (though the puzzles aren't as complex).

Anyway, one of the neatest bits is the level of intelligence coded into the 'aliens'. The further you progress, the 'smarter' the aliens become! Each is attributed a certain point value for different abilities such as speed, morale, aggression and intelligence. Each is also programmed with a primary and secondary objective, and dependent upon how intelligent they are they act accordingly. More intelligent creatures will also act, er... intelligently taking all the other attributes into consideration. In other words, if a creature's objective is to guard an object, and you pinch it, then it's secondary objective will most likely be to attack you. Now the creature decides whether it 'fancies its chances'. If it's not very strong it may opt for a 'tactical withdrawal'! All this adds to a good deal of realism. Some creatures can actually steal your bonus pick ups. Others can pick bonus weapons up and use them against you! A wave of creatures can elect the brightest member as their leader. Kill the leader or a large number of them and they'll 'leg it' pronto! Brilliant, eh? This translates to all the meanies changing their course of action in direct relation to your decisions! Add to this the rather clever gameplay editor that brings in a startling new feature. Let's call it the 'Crap Factor' (a bit like *The Krypton Factor* but without Gordon Burns) This basically adjusts to make the game playable no matter how er... crap you are. (*Or how good you are. Ed.*) *Gods* has a built-in programme that studies your performance. If, for example you've taken two hours to cross three screens, you haven't managed to collect any objects, and you've been thrashed to within an inch of your life, then the game will say:

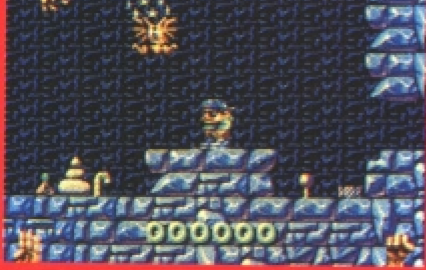
"Hmm... this chap's about as good at computer gaming as Douglas Hurd is at the Luge. If I send in a wave of steel-hide, take-no-prisoners, mean-mutha aliens (each with the IQ of Professor Heinz Wolf) he'll probably get very little 'gameplay' out of his new purchase. Hmm, perhaps I'll drop in a paper-thin, 'do you want a game of dominoes?' shandy drinking 'monster' with the IQ of Jeremy Beadle.'

Clever things computers, aren't they? Oh... and don't think you can outsmart the *Gods* by being completely useless and hoping the game will cheat in your favour – the Bitmaps have that angle covered too. There'll obviously be a limit to how far you can get without certain objects, and how much leniency the game will allow you. Furthermore the better you do, the more rewards you'll get – which means more treasure and power ups! STOP



Just when you're getting tired of unimaginative alien sprites (little green Polo, little blue squares) along comes *Gods*.

MAGIC POCKETS



And now here's news of another brand new Bitmaps title! It's going to be their second Renegade game and it's a cutesy multi-scroller.

WHAT'S WHAT

TITLE	Gods
PUBLISHER	Renegade
PRICE	£24.99/£29.99
FORMAT	ST/Amiga/PC
RELEASED	Jan 1991



- Incorporating state of the art super fast 3D graphics, **XIPHOS** displays space conflict in more detail than ever before.
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DRAGON BRE

***Another** dragon game? Man oh man. So far we've had **Dragon Spirit, Dragon Breath, Saint Dragon** – and now here's **Dragon Breed,** an arcade game not totally dissimilar to **R-Type.** ARC handled the conversion while **David McCandless** handled the conversation...*





Ahhhhh. Schlibbily schlop-plop. It's a babey-wabey dragony-wagony.

ARC have quite a reputation in the computer field; they've left their 'pats' (if you like) everywhere, and now everybody has been treading in them. Along with development stables like The Sales Curve, Special FX and Tiertex, ARC have become the cow's doodahs when it comes to coin-op to computer conversions. Tenuous farmyard metaphors aside, ARC's list of past games (including *Forgotten Worlds* and *Crackdown*) is soon to be elongated by one, namely a meaty conversion of IREM's *Dragon Breed.*

THE PLOT

Dragons are, by their very nature, quite horrible and violent creatures, given to nasty habits like eating children and fresh young maidens, laying waste to whole areas of the Kent countryside, and picking their talons on the living room floor. Yeuch. Traditionally, they have a penchant for collecting gold, amassing it in a huge pile, then squatting and sleeping on it for a millennium at least.

But *Dragon Breed's* dragon splits with tradition. He's lovely. He's friendly. He's cuddly. He may be the coochiest dragon in the whole world, but when King Kayas of the Agamen Empire rides him into battle, he is transformed into the biggest, meanest, toughest, fighting monster you have ever seen. He could 'have' Godzilla with semi-skimmed milk for breakfast, then polish off Rok, the Kraken and that git from the Sugar Puffs advert for elevenses.

He'd have to have a healthy appetite like that, if he's to protect King Kayas and penetrate the five levels of monster infested landscapes. And you'll have to have a healthy fix of Vitamin A and other reflex improving food, since it's you who'll be directing that wonderful wyvern through the levels.Take *R-Type,* have a quick pang of guilt, put it back, then strip away all its sci-fi elements and spaceships, replace them with all manner of biological goo and insects, then stick a dragon in the resulting mess – and you've got *Dragon Breed.* Kind of.

WHAT'S WHAT	
TITLE	Dragon Breed
PUBLISHER	Activision
PRICE	£24.95
FORMAT	ST/Amiga
RELEASED	December



Uh-oh! Here comes babey-wabey's rather biggy-wiggy mother dragon. Luckily it's friendly... ah (sound of writer being roasted alive) ghhhh!



Pass the sick bag! This is the end-of-stage two mutha on the ST. And it's so ginormous that the blitter chip sweats and heats up when it has to move it.

BULLY

Some of the lovely creatures y
better things to call them but



Another big, blubbery, blitter baddy (say that four times fast when you're bladdered) with more tendrils and tentacles than an octopus in a dish of beansprouts. (Arcade version)

EED





This battery-reared poulet monstrosity bursts out of the egg you've just shot, its mutant flesh all a-glisten. Yuk! Once killed it becomes a Kentucky Fried chicken. (ST version)

BOYS!

ou'll encounter. (I could think of they're, er, standing over me).

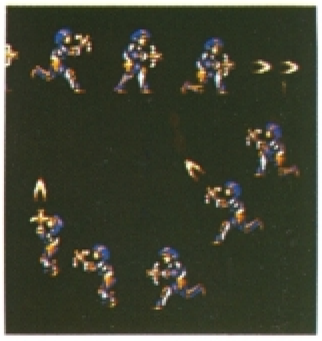


THE LEVELS

The first level is set in some pretty blue mountains, but populated with some very ugly invertebrates. Yukky bugs, iccky creatures riding uggy flies – they all invade the screen, spitting globules and acid-saliva. Worm your way through this bug-fest and a confrontation with the end-of-level mutha is on the cards. A big egg floats about the screen. Once shot it splits open and a pink, fleshy mutant chicken pops out and attacks. Meanwhile, the egg transforms into a crustacean, spitting pinkish, fluffy puke-like stuff into the fray.

Level two looks similar to the first, but is littered with thousands of weird limpets which fall from the roof in great swathes. Just when you think you've avoided them, Mr. Lethal Red Mollusc pops up and crawls about shooting swarms of homing red spiders in your general direction. Level two's end beast is so repulsive that the ARC representative explaining it to me had to pause twice to empty his stomach into a nearby bucket: "Er, it's got two eyes. If you can call them eyes. One is where your nose would be (gag), while the other is sort of where the adam's apple would be (choke). And its head is just a mass of green that... ah, excuse me – bleeee-ag (loud sound of liquid slapping lino).





When you disembark from the dragon you're given the chance to run around the scenery. And here's what you'd look like if you did. The arcade version is on left.

FAMOUS DRAGONS

PUFF

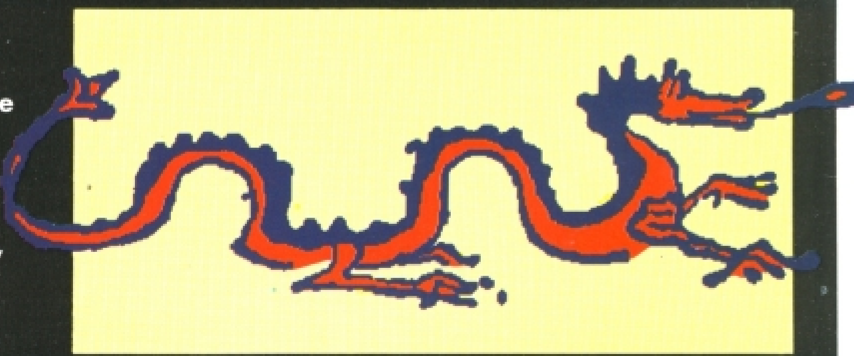
A big hit for Peter, Paul and Mary (a sort of early 70's Rod, Jane and Freddy), there's a bit of a dispute going on in the office regarding where Puff originates from. One homophobic person thought he came from San Francisco. One stupid STUPID individual thought the song went: "Puff the magic dragon/Lived by the sea/Blah blah blah blah blah/In a land called... Galilee!" Galilee? The general consensus however was that Puff hailed from a place called Honilee, or Honnalea, or Hoiniley (none of us can spell it).



L-R: Peter, Paul, Mary.

SMAUG

This dragon (pronounced Smaoog or Smorg) filled all the criteria for a 'good dragon'. He was red, ate dwarves and kipped on a pile of trinkets. His problem was a shandy-spot on his under-belly. When he went raving on for some maidens, a nearby archer shot him.



EDWINA CURRIE

The scourge of Westminister. Where most ugly old firedrakes have mystical fire-breath and ice-breath and stuff, evil old Edwina was a mistress of the *faux pas* and used to kill her victims with crass, blundering comments. "Every single egg in Britian is infected with salmonella" Aaargrhh! "Northerners are a dumb bunch of chip-eating gits!" Yeaaarghh! "Old people should save money by dying!" Ouch!





Arcade screen



ST screen

Have a look for yourself at how accurate ARC have been in converting the sheer slimyness of the coin-op monsters.

UP-CHUCK

If you can avoid up-chucking over your keyboard you might make it to level three. At least you'll be able to get some fresh air since it's set in the sky. Clouds drift by. It all looks quite pleasant until you get a look at what's coming: three massive dragons. They are coated in shells which somehow have evolved so that they fire laser beams. Bizarre. This level looks uncanningly like level three of *R-Type*. Remember? With the massive three screen spaceship. It's déjà vu. More horrible things on level four. It's a huge spider web, lined with crystalline resin. The usual creatures 'have a go' and two huge (456m by 728m) arachnids sit in a cage, patiently waiting for you to enter their parlour. Squish these under foot and you'll have level five's volcanic delights to savour.

And what delights! Balloons, lots of them, pouring in from all sides. If you shoot them they stop dead and get in the way: if you don't shoot them they squash you. Sod's law. So you dexterously dodge your way through this section to meet the next wave of balloons. These inflatable rubber bags act as incubators, so when shot they release a freshly born bug, which squelches after you. Splash the squelchies and a two-headed skull appears, getting bigger the more you shoot it. Level six is a voyage through more resin to reach the torso of Zambaquos – a very large git indeed. He's embedded in a crystal which absorbs your energy-beams and throws them back at you. The only way to beat him is by using...

THE WEAPONS

Your main weapon is the Bahamoot, the docile dragon. It's indestructible and its cunning, curvy tail acts as both a shield and a weapon. By clever use of inertia, you can make the tail whip around to slash your enemies to pieces, or you can make it curl over to protect your vulnerable self. At rest, it wags happily. Occasionally you come to a raised platform above the scenery. Here you, the rider, can disembark to escape an especially tight situation or scuttle across the scenery to grab a power-up. To add to this coccyx-based weapon system, you as rider have a handy single shot gun that will do away with most nasties. Shooting certain bugs provides you with coloured coded power-ups.

POWER-UPS



GREEN: You start off with the environmentally friendly dragon. Fairly wimpy with no weapons of its own, but a nice line in Save-The-Amazon vests and lead-free peanut butter.

RED: Now we're getting hot. Halitosis particles heated and funnelled through a specially atmospherically-cooled orifice (throat) and expelled at high velocity from the red dragon.

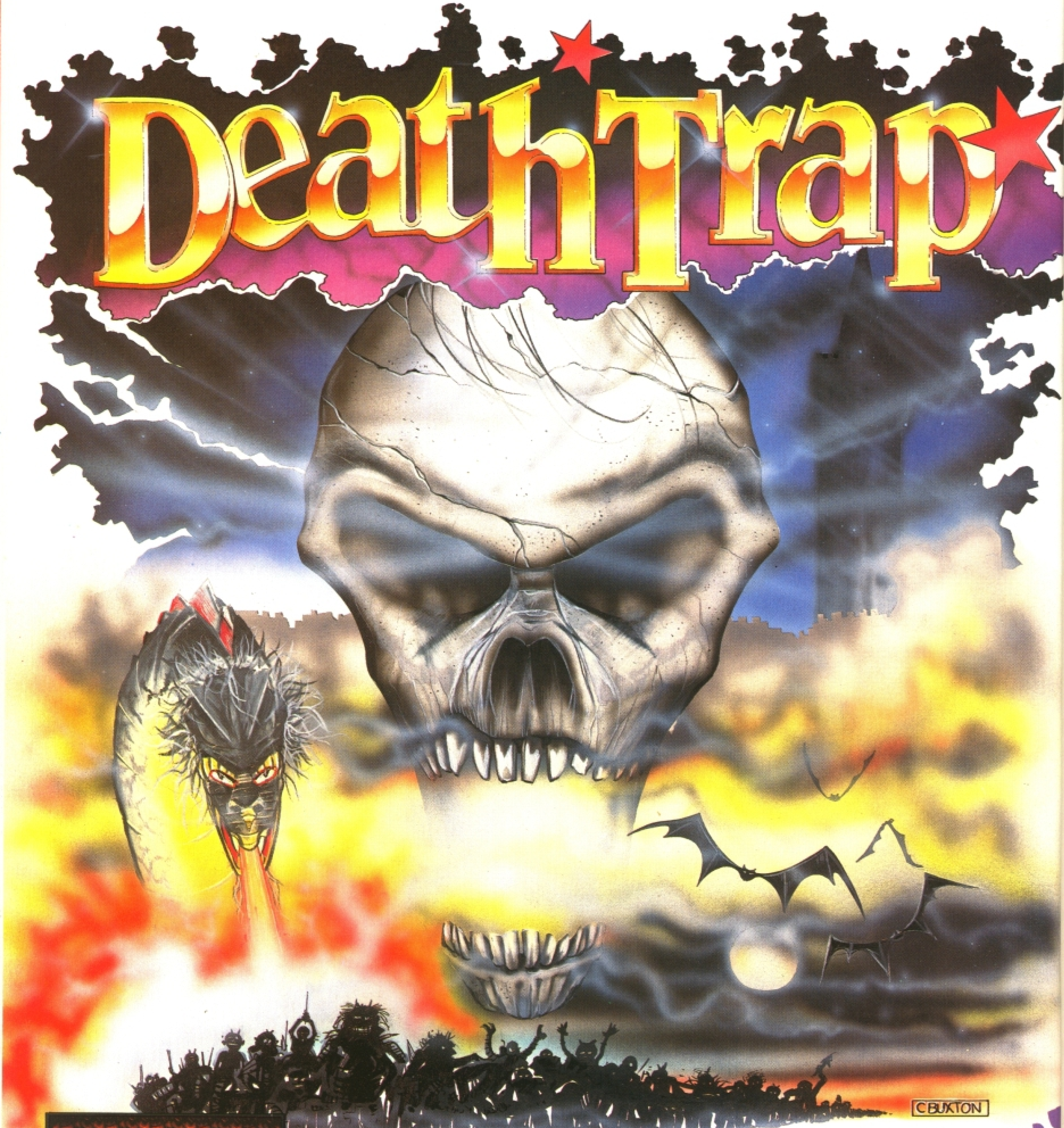
GOLD: Now our special offer, no strings, 24 carat gold-plated dragon comes free with rear spinning tiles and a curly tail spitting "green mushy peas" (soggy chips and too much vinegar an optional extra).

BLUE: Only available under the counter this one. Is bad quality and has a Swedish accent, but you can work out what's going on. Has even got lightning bolts in it for the sadists out there.

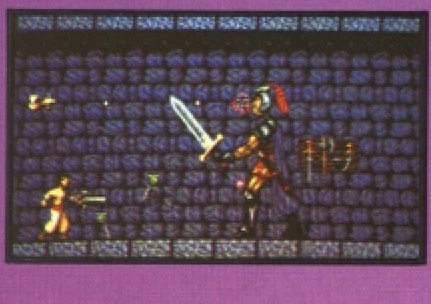
SILVER: Our silver 'preggers' dragon is heavy with child and will spill out its embryos to aid the rider. Yuk. Embryos home in and destroy your enemies.

STOP


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Screen shots from Atari ST version
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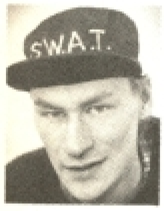
ZERO reviews

CRITICS' CORNER

Normally the Ed's picture goes at the top, but as ZERO's newest reviewer has 'star status' Tim insisted on taking second place. As for the others? "They're just a bunch of old jobbies, so it doesn't matter." Oh dear...



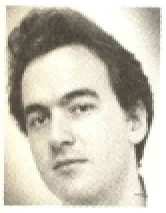
Jane "Doin' The Do" Goldman: A new face for Critics' Corner. And what a face. She's already a star in her own right, and it's all to do with the identity of her parents' next door neighbour – Jane's mum and dad live next to sexy rap-mistress Betty Boo. So what's Betty Boo really like? "Well," says Jane, "I don't know her intimately but as children we occasionally played together ." Yes, yes, but we want some 'dirt'. Is it true that Betty's got a tattoo of Geoffrey from *Rainbow* on her left buttock? "Oh. I really don't know about that sort of thing." So much for that. Utterly useless. Why on earth did Tim want her at the top?



Tim 'Friend To The Stars' Ponting: The Demon Drummer is all excited: "Did you know that Jane Goldman's parents live next door to Betty Boo?" Yes. "Did you know that Betty Boo writes all her songs in her bedroom using an ST?" Yes, we did. "But did you know that Betty Boo's drum parts could do with tidying up?" Aaahhh! "Well, if I can get Jane's parents to invite me round for tea, I'll 'accidentally' spill their sugar and offer to go round the neighbours to borrow some more. I'll tell Betty her new track's brilliant except for the snare sound, and she'll ask me to join her band." Hands up who thinks the plan will work.



David 'The Knife' Wilson: David's not happy about being third. "It's just not on, guv," he moaned. "Turn your back for a second and everything gets changed. I may not have been about on 'decision making day' for this issue, but Tim could have phoned me. He knew where I was – Betty bloody Boo indeed." We wondered where David had been. "I was sorting a licence. I wheel and deal – bringing cars into the country, doing them up and flogging them." Is it profitable, we asked. "Um... no," he replied, "I can do you a "Saint" Volvo for 1900 quid and I lose on the deal. You could re-sell it for 3200 quid. Interested?" We weren't.



Lord Paul Lakin: Lord Paul was less than ecstatic about being relegated to fourth place. "This will not do! I believe in tradition. You can't upturn a tried and tested formula for the sake of some fly-by-night pop singer. I wasn't educated at Gordonstoun, Charterhouse, Rugby, Eton and Harrow for nothing – and I didn't graduate from Oxford *and* Cambridge (with a first in Flags Of The World) to be treated like a second class citizen. If Tim so wants to meet Betty Boo why doesn't he arrange a 'have tea with Betty Boo competition' and rig the results?"



David 'McVicca' McCandless: Ex-jailbird McVicca is hardly renowned for his restraint when it comes to 'getting violent' about something. But he took it brilliantly. "Betty Boo? Cor, she's a bit of alright." What about being in fifth place? "I'd happily not be on the page at all for the sake of Betty. Not only would I give her my last Rolo, but I'd also shoot the newsagent who sold it to me. I'd dance on his grave for a quick snog with Betty Boo." We told him that if anyone was going to 'do the do' with Betty Boo then it would be Tim. "Tim? Right tie him up, I'll go and get my Kalashnikov and the slow working nerve gas." Oh dear.



Duncan 'Dipturd' MacDonald: "I don't mind being sixth as I'm normally at the top." We told him he was never at the top. "But that's me," he said, pointing to a picture of Tim. We told him that it wasn't. "Well, that's me, surely?" he whined, pointing at a picture of David. We showed him his picture at the bottom. "Well, Tim's in for a shock if he wants to join the band – because I'm Betty Boo." Eh? "It's true," he insisted, "It's amazing what you can do with a bit of make-up and a Space 1999 wig." Reviewer by day, Betty Boo by night. It's uncanny.

WHAT'S WHAT

Want to know how to score the ZERO way? (oo-er) Just read on and all your problems will be answered.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.



The Metropolitan Police investigate alternatives to wheelclamping and towing away.

SWIV

Non-stop scrolling! Better than *Silkworm*! Jeep and helicopter simultaneous play! Women with enormous bosoms! Scantily-clad nymphs gambolling around the screen! We sent our only silk-wearing writer *David McCandless* to Sales Curve to see what all the fuss was about (and perhaps 'pull' one of the gambolling nymphs).

Right let's get things in the open. *(Put that away! Ed.)* This game has absolutely nothing – NO-THING – to do with *Silkworm*. Okay, so the intials 'SW' could stand for SilkWorm, but they could stand for other things as well. *(Like what? Ed.)* Well, like er, Soviet Willies for example, or Sausage Watch, or Suction Wedge, or... or... lots of things. *(What about the 'IV' part then? Ed.)* Well 'IV' stands for... for... intra-venous. So the game is not actually the sequel to *Silkworm* but in fact called 'Starch Wobbly In Vegetable'. Okay, so it has a helicopter and jeep working together, providing cover for each other, penetrating the vastness of the enemy terrain. But it's just sheer coincidence that *Silkworm* involved much the same thing. And yeah, they might be programmed by the same team who brought you *Silkworm*, but that is, as the Russians say, how the economy crumbles.

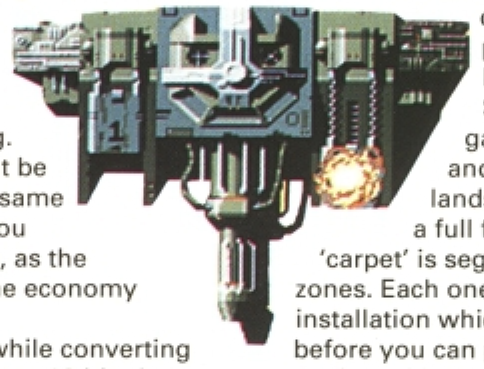
The story is that while converting the coin-op *Silkworm* to 16-bit, the programmers were tutting and moaning about how much better a game they could make of it. Unfortunately, they were working to a contract so the arcade had to be strictly adhered to.

So as they worked they steadily built up a reservoir of good ideas, improvements and new features. Finally when they could contain their ideas no longer, they desperately needed to 'spurt' them out into some vessel. That vessel happened to be *SWIV* and the rest, as Julio Iglesias would say, is biology.

SWIV would be a big step up from *Silkworm* (if in truth they had anything to do with each other). For instance the original had the mountainous scenery scrolling right to left and the graphics were flat and two-dimensional. *SWIV's* huge playing area glides vertically this time, and the graphics are rounded, light sourced and have shadows to create an illusion of depth. The programmers have been a-leaping and a-bounding technological hurdles, and as a result this version poops on the original *Silkworm* from a great height. C'est, as the Swedish say, la vjürk.

THE LEVELS

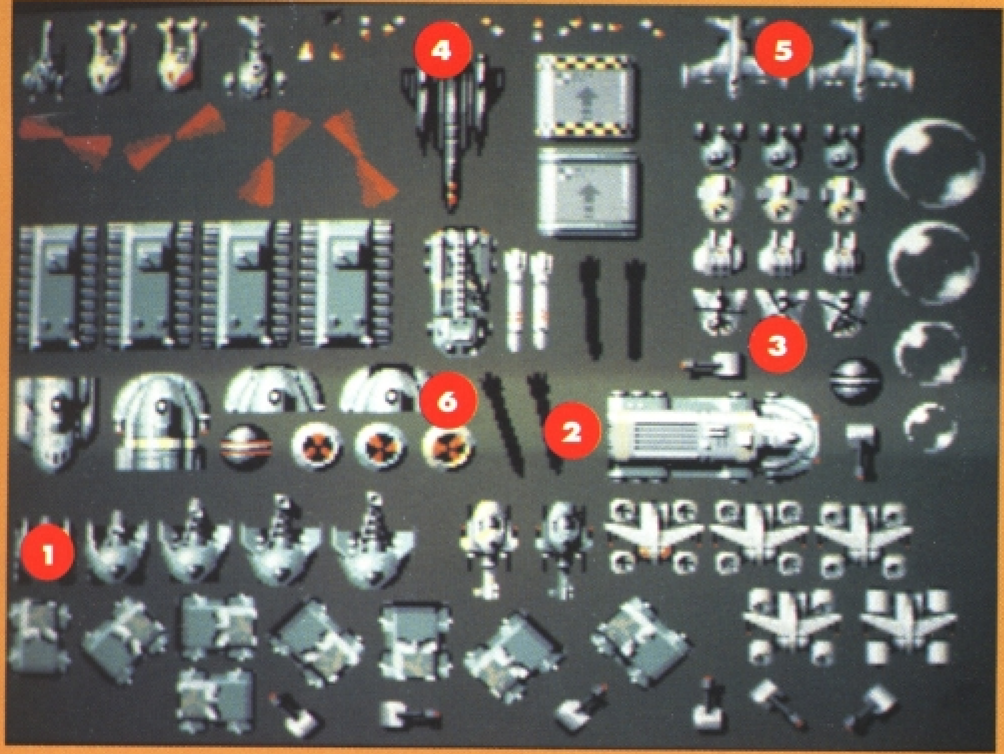
It would be wrong to denounce *SWIV* and say it has 'levels'. Levels, as you know, are the bourgeois invention of the subversive autocrats trying to undermine the democracy of this country by pigeon-holing the working class in social strata known as 'levels'. *SWIV* has one single massive unfurling carpet of a level. The programmers use their DLS (Dynamic Loading System) to ensure the game scrolls continuously and keeps the 234 landscape screens going for a full forty minutes. The 'carpet' is segmented into twelve zones. Each one is divided by a mega installation which must be totalled before you can progress. The segments are based loosely on landscape themes. Stage one is set in a ghost town, which spreads into desert that finishes as an airport. Other zones incorporate volcanoes, oceans, and hi-tech vistas.



The enemy change with the terrain. You have the usual cannon fodder (helicopters, tanks and such like) who are always present, and then there are the more specific enemies, designed to blend in with the scenery. For instance, in the desert there are some pyramids, looking nice and touristy. You fly over them, hoping to catch a glimpse of the Sphinx or Tutankhamun's Curse from the air, and splang! The tip of the pyramid slides open and a mass of missiles splinter out!

Also, making a guest star appearance is the goose-copter. If you remember the original, it arrived in flying segments and built up lego-like in the air. This time

THE NASTIES



Here's a D-Paint screen showing some of the various beasties – well, machinies – you'll encounter on your scroll through the frighteningly exciting *SWIV*.

1 IRON TRILOBYTE: This nasty little metallic mollusc appears to be cute and shellfish-like as it scuttles across the ground, but then it suddenly cracks open and releases a deadly homing kamikaze plane.

2 TRUCK: Again, this nice little lorry looks deceptively harmless. You could imagine picking it up and saying "Brmm! Brmm!" as you pushed it into your Fisher Price plastic garage. But beware! This cutey deposits lethal pulsating mines all over the shop.

3 THE MAMA: Pregnant cargo helicopter that conceals in its bowels four different types of baby-choppers, which gush out of the mama's bottom and spend 18 months crying, screaming and plopping themselves.

4 LOCKHEED: One type of many jets, the Lockheed lookalike simply floats at the top of the playing area then abruptly scorches down the screen.

5 HOMER: These planes insidiously home in on your position. They take a few frantic shots to vapourise.

6 MISSILE LAUNCHER: Three guesses as to what these do: a) Eat Chicken And Crouton soup and get the croutons stuck between their nose and top lip; b) Always dial 01 instead of 071 or 081 when they're phoning London; or c) launch missiles. Were you right?



Heathrow airport section. A bit cluttered as you can see. Shoot the planes on the ground or you may find them reappearing at a later stage.

you get to see it from above, and thankfully it's no harder to destroy. It's also partnered with several inventions like dome bases which emerge from the sand and huge Jolly Green Giant motherships, which 'give birth' to thousands of deadly minatures.

Shooting any of the larger, bigger, fuller, faster muthas may well provide you with a floating power-up or a shield icon. Power-ups double, treble and expand your firepower in all sorts of ways, while shields can be worn for obvious effect or shot for an apocalyptic smart-bomb effect.

JEEP! JEEP!

In the first game controlling the jeep was akin to being elected to go up and ask the headmaster for "more" or being the first to pull your trousers down to the



Woooahh! Red hot fragments exploding all over the shop. Reflex don't desert me now. Geddit? Desert me? *(No - Ed.)*

barmaid in an after rugby-match beer binge, i.e. a bit of bad luck (for the barmaid). Travelling along the ground and jumping to avoid hails of enemy fire was no easy task. In *SWIV* the jeep driver's lot has improved substantially. The copter and the car are now on equal terms. Both can now move in eight directions, although the jeep is still restricted by the scenery. But what are guns for if not blowing tremendously large holes in the landscape?

HELICOPTER

At first glance, the helicopter's role still seems to be a cushy one. After all, the sky is a completely empty place at the best of times, just the odd cloud or seagull here and there. *SWIV*'s sky is a tad more cluttered than most. Flotillas of helicopters, waves of missiles, squadrons of jets, hails of bullets – and lots of other collective nouns. The time you're not swerving and twisting in mid-air to avoid the enemy, you're swerving and twisting in mid-air to avoid the enemys' bullets. You can't win.

WHAT'S WHAT

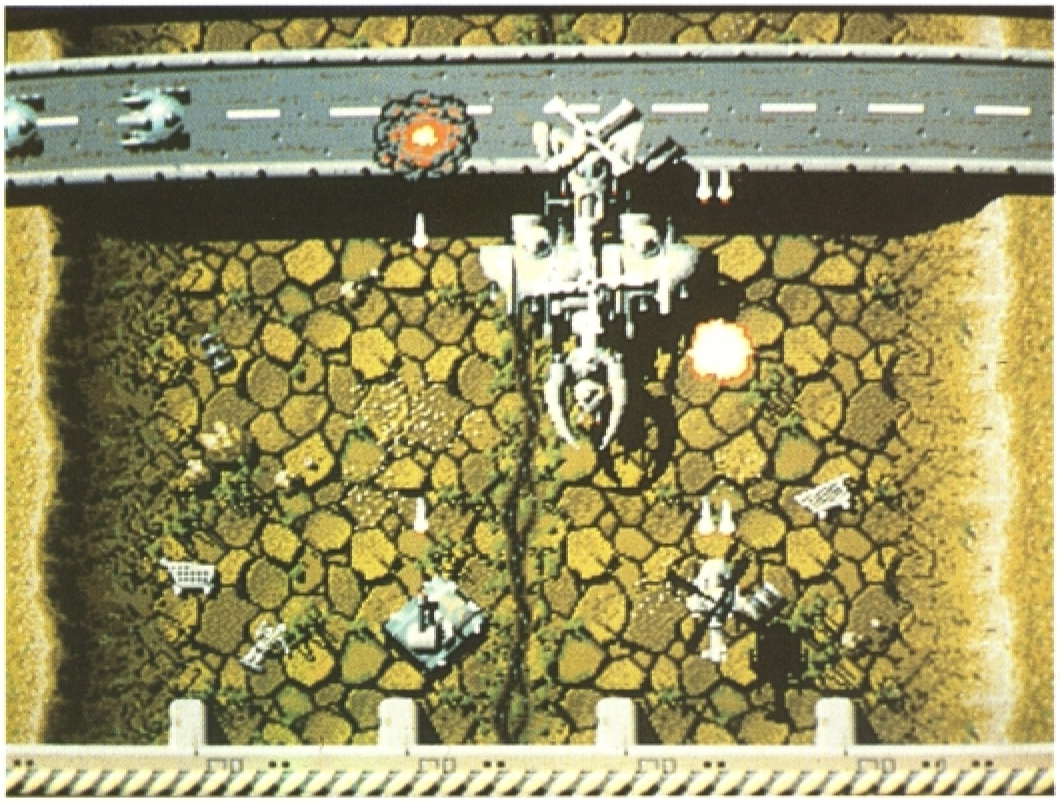
TITLE	SWIV
PUBLISHER	Storm
PRICE	£24.95
FORMAT	ST/Amiga
RELEASED	Christmas

Macca: Right from the start *Silkworm* was going to be a hard cookie to crumble. If it had flaws, you couldn't see them past the sweat that was covering your eyes after a couple of plays. I remember purposefully handing over the wrong joystick to my play-pal just so I could play the helicopter, while gullible chum had to play the booby jeep. Not that playing the jeep was crap, it was just harder than the heli, and besides you could make all the Airwolf noises you wanted to in the chopper.

Anyway, if you're in the heli you have more chance to admire the delicious scenery and graphics as they unfold. They are very detailed and have come on in leaps and bounds since the arcade was converted. The programmers warp the palette all through the game so the colours slowly change and evolve the further you progress. The twelve mega-installations at the end of each section are a sight for sore eyes (and yours will be – guaranteed). The sound is fairly standard: explosions, clanking metallic parts, gun shots. Each object seems to have a sound and there's so much action on-screen at a time that the game actually roars as you play it.

HASSLE FACTOR: 0
Smooth as silk.

The scrolling is quite slow and sedate, but you're distracted from this by the sheer velocity of the enemy attacks. They're completely remorseless. The action never stops and if it does it's because you're dead. The difficulty has been well staged so that it's easy on the first couple of stages (to build confidence), a little more difficult on the next two (to make you sweat) and then nigh on impossible on the later sections (to teach you not to be an arrogant git).

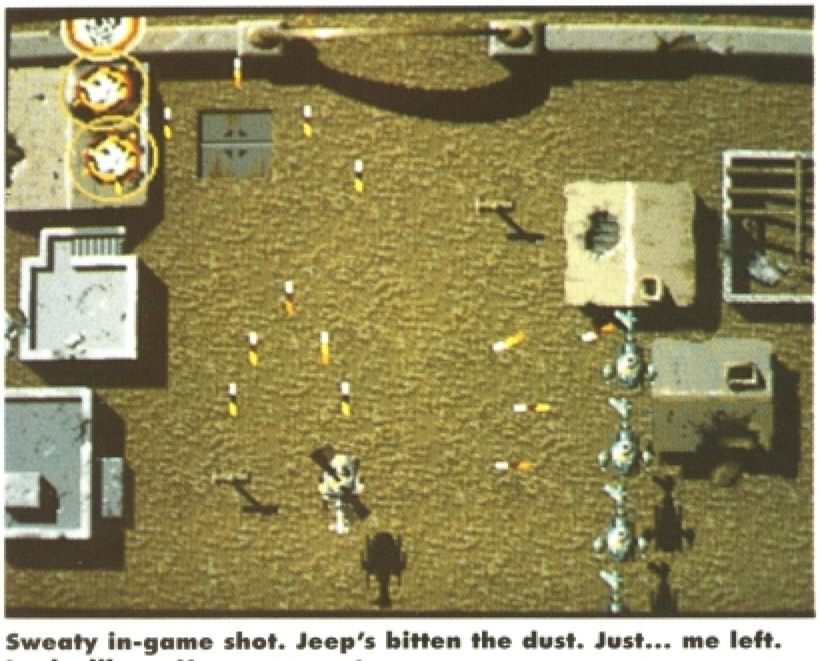


Here's *SWIV's* Goosecopter looking a tad more technological and more detailed than its predecessor.

POWER-UPS

The power-ups this time around are pretty bog standard.
DOUBLE SHOT
SPREADING SHOT
SHIELD
EXTRA LIFE

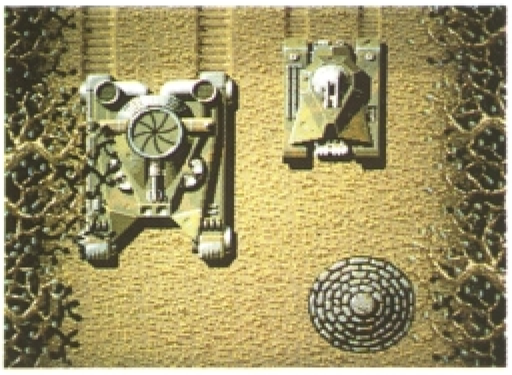
The sections aren't just simply an excuse to change the graphics and attack patterns, but really an excuse to slip in some rather neat features. For example, as you cross the airport, you see some rather vulnerable jets taxiing for take-off. If you blast one, a convoy of fire engines and ambulances race out across the airfield to douse the flames. If you feel remorseful and decide to spare the rest of the planes then don't. These 'vulnerable' planes take off and catch up with you later in the game.



Sweaty in-game shot. Jeep's bitten the dust. Just... me left. Looks like... I'm a gonner too.

Okay, so you've got the most joyously radiantly beautiful graphics in the universe. *(You like them then? Ed.)* You've got a huge unfolding mattress of a level that is bound to keep you occupied for at least a month. You have all the massive explosive sounds you could ever wish for. And you have a wonderful voluptuous sexy two player mode. *(You like that as well I suppose? Ed.)* The question is, what's the playability like?

If I said that once you start playing *SWIV* you will forget all plans of going for cinema-nooky with your girlfriend, that you will throw all your mortgage reminders out of the window, and that once you clap eyes on this game you will give your four week luxury holiday to Florida away just so you can stay home and play it, then I'd be exaggerating. Badly. *SWIV* will probably leave you with sore eyes from staring at the screen for so long and a sore hand from wibbling your joystick so much (oo-bloody-er). You have been warned. STOP



You tanker! Not content with baiting the end of this segment with one mutha tank, the programmers decided to add a deadly daughter version.

THE VERDICT

G	GRAPHICS	92
S	SOUND	85
A	ADDICTIVENESS	91
E	EXECUTION	95

20 40 60 80 100

Superlative shoot 'em up stunna. Cash machine time (again).

91

Cadaver™

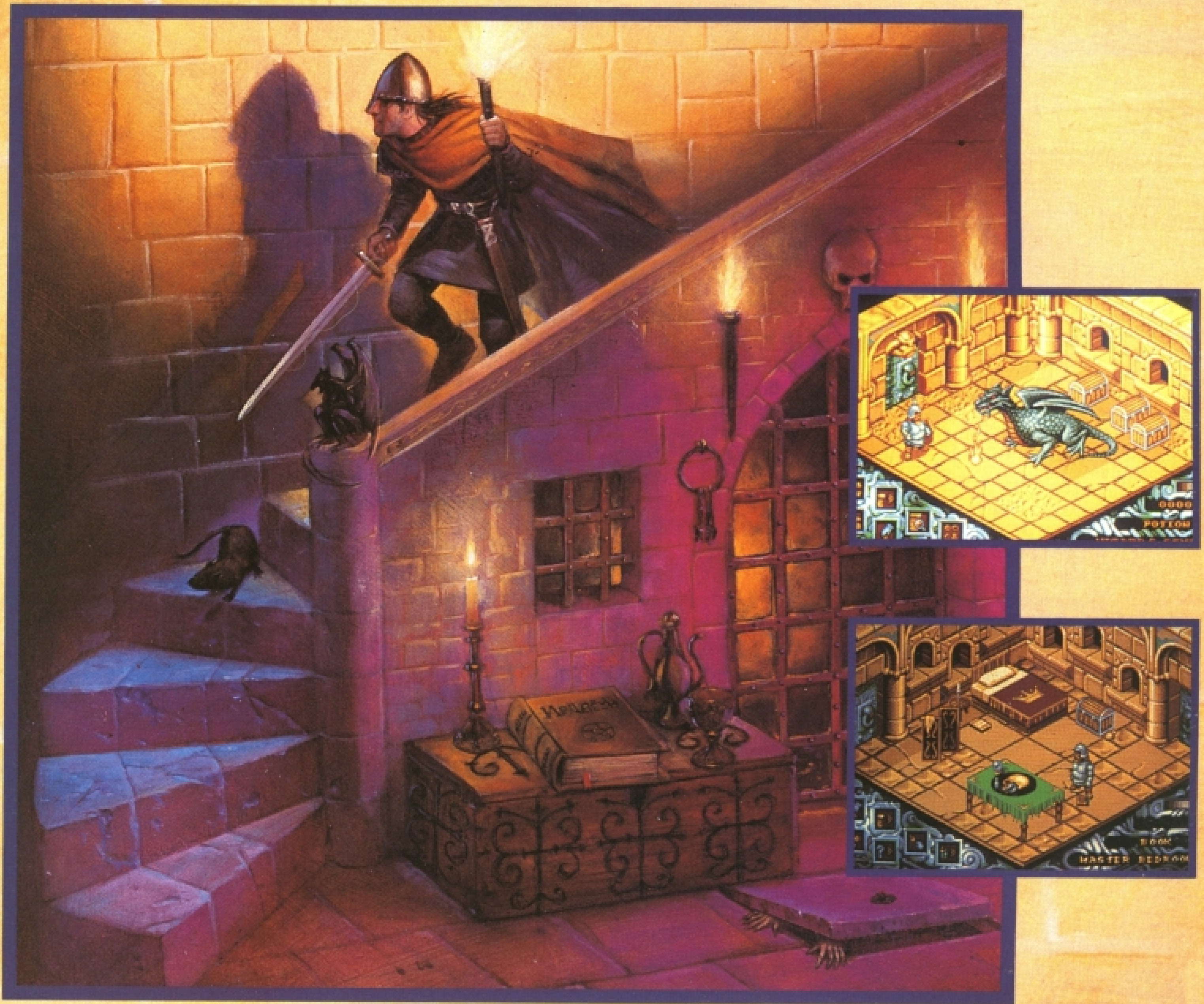


IMAGE WORKS

Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood: A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventurers tried to unravel the enigma. None returned alive.

But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it...

Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

- A complex interactive game environment with hundreds of different rooms and locations.
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The BITMAP BROTHERS

Screen Shots from Atari ST version

review

WINGS



Paul Lakin has had a somewhat traditional upbringing. He even used to sing soprano in the school choir and as a fan of Aled Jones, couldn't wait to emulate his hero by 'walking in the air'. What we didn't tell him is that _Wings_ is set in the First World War...

Suddenly the First World War is becoming almost fashionable. Hard to imagine how spending four years up to your neck in mud, slogging it out with with an equally tired, cold and frightened enemy could ever be regarded as fashionable. Then again some people go to Ibiza on holiday. Whatever the reason there are more than a couple of games set in the killing years of 1914/18 in the offing.

However nobody has yet devised a trench simulator. Companies have looked to the air for their inspiration. This is not really surprising. There is considerable romance surrounding the early days of flight. The days when you



Erm, did anyone remember to bring the elastic band?

flew by the seat of your pants rather than the dials of a computer. Just as a spitfire has a greater sense of romance than a Tornado so a Sopworth Camel is more romantic than either. It dates from an era when combat was more personal. This may not be a good thing but it's certainly an exciting one.

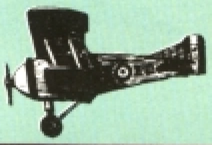
Cinemaware's foray into this arena aims to capture the romance of the air and mix it with the romance of the cinema. The action takes place in France in 1916. As a new pilot you must first earn your wings. This is done at flying school where you have three fairly rudimentary (*I thought that's what cows did. Ed.*) tests in straffing, bombing and balloon busting. If you can get past one of these then you'll be sent straight to the front. (Well, there was a serious pilot shortage.) You can skip the training section if you wish but you'll be ill prepared and worse still you'll be called Waldo P. Barnstormer. (He's the only pilot who starts the game with his wings, presumably because they felt sorry for him at flying school.)

Once at the front line you meet the tough, stern and not-at-all-interested-in-boy-scouts-no-sirree Colonel Farrah. It doesn't take him long to gauge your prowess and he swiftly entrusts you with looking after his collection of interesting tea pots. Well perhaps that's not quite fair. He entrusts you with the Squadron Diary. This allows you to write a brief description of your bowel movements and the weather conditions as well as much less interesting things like a description of each mission. Except the one you don't return from of course.

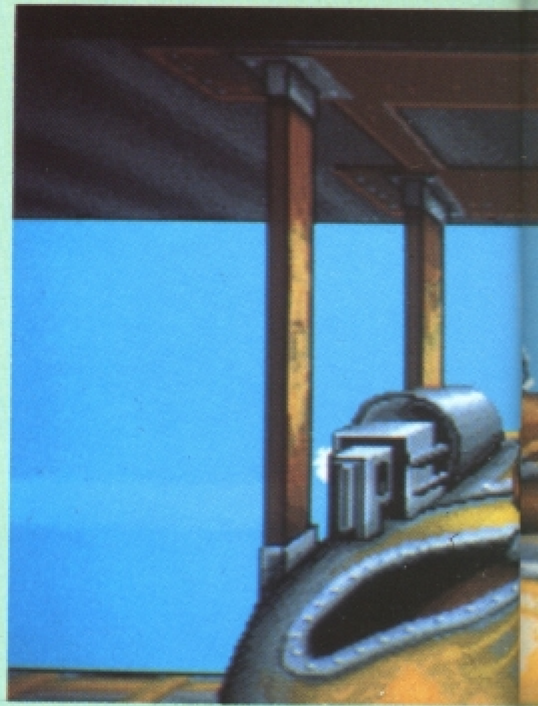
The missions vary from downing an enemy observation balloon (easy peasy) and strafing enemy convoys (pretty much a cinch) to taking on a squadron of the Bosche. (Deadly.) As well as different missions there are also different perspectives. For strafing and bombing runs you view the plane from above whereas for dogfights you're in the cockpit. Well just behind it to be exact, your view is over the pilot's shoulder. His head turns from side to side to let you know where danger lies. One handy tip is – if the head slumps forwards and tomato ketchup starts to flow from the neck start worrying. You're dead.

WHAT'S WHAT

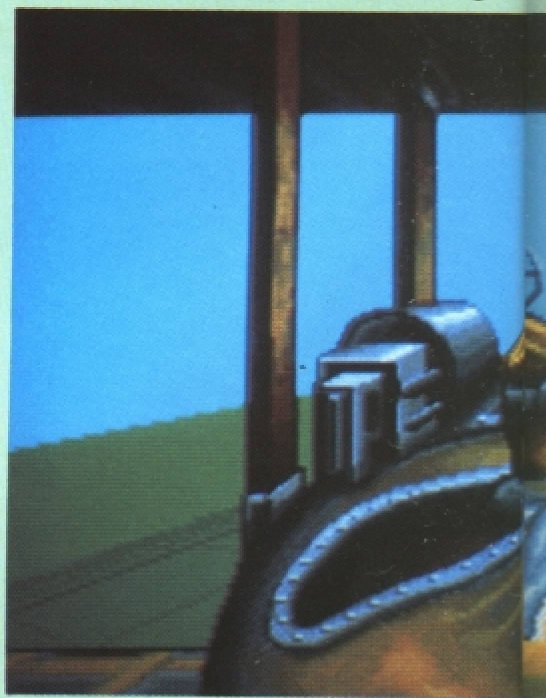
TITLE	Wings
PUBLISHER	Cinemaware/Mirrorsoft
PRICE	£24.99/£29.99/£29.99
FORMAT	ST/Amiga/PC
RELEASED	Early 1991/Out now/ End 1990



ALGY
(CRAP



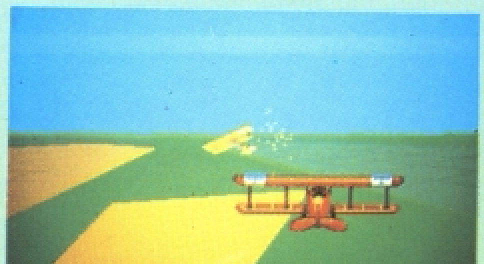
Wheeee! What larks! Now, what's this practise on that large orangey thing at



Gosh! Real targets! Now which side was



Hurrah! One yellow kite 'buys the farm', or should that be, 'buys the barrage balloon'! Ha ha ha ha ha...



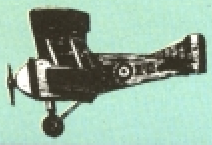
What's that red 'plane doing on my tail? Get off! Get off I say!

GY

(CRAP

TWIT

PILOT)





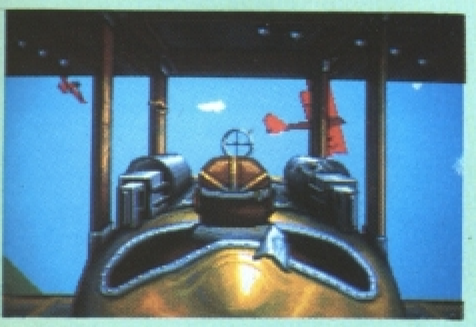
s this
ing at

down here? Ooh, a gun. I think I'll one o'clock. Wizard!

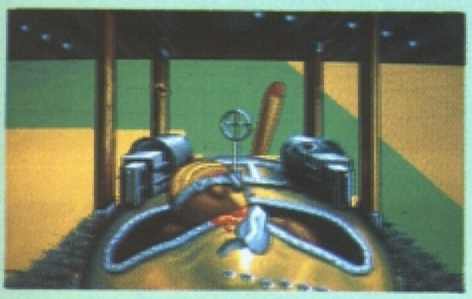


e was

I supposed to be on, red or yellow?



...ha ha! Ooh, look! Some of my red chums at, erm, quarter to twelve o'clock...



Ooh! Argh! Golly, these bullet chappies are quite painful, actually. Oh, Good Lord. I think I'm dead.



Paul: This game ought to include a free bag of sweeties in special rustley wrappers. Not because WWI pilots were particularly partial to a mint humbug between sorties but because Cinemaware have produced a game dripping with cinematic atmosphere. The opening sequence, complete with Orville and Wright inventing flight, could easily have come from a film. This is the First World War not as it was but as Hollywood would like it to be. Accurate? Well maybe. Atmospheric? You bet your prop it is.

A lot of the atmosphere is built up before you're in the air. The screens of the airfield and Colonel Farrah's office are beautifully detailed. The flight journal, which you write up before each mission, attempts to capture the feelings of a young pilot stuck in a field in a foreign land. To be honest it reads more like the feelings of a Hollywood scriptwriter though the language jars slightly if you're trying to play a French or British pilot. Still it's an imaginative idea and a nice touch.



Erm, did anyone remember to bring the coffin? Oh, good grief...

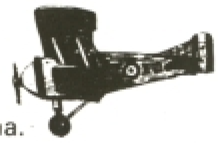
Once you're in the air, the main things you notice are not the graphics, though they're fairly effective. It's the sound that grips you. Take off and all the arty farty music stuff is replaced by the roar of engines, the chattering of machine guns and the tightwire zing as bullets tear through canvas and wood.

It's almost worth getting shot down to hear the screaming engines and wind as you plummet to earth. As you haul back on the joystick will the last sound you hear be the comforting thud of your wheels on mud or the explosion of oblivion? Read on and find out.

There are two styles of combat in *Wings*, each has its strengths and weaknesses. The most fun and atmospheric is the dogfight. Although the graphics (with the exception of your own cockpit) are fairly basic, the gameplay isn't. Banking and turning are all smooth and there's a real sensation of action going on around you. As well as the tension of killing and avoiding being killed there's an element of competition involved. Nothing is more frustrating than doing all the hard work against an opponent only for your wing man to nip in and steal the kill and all the glory. One solution to this is to shoot down your wingman first of course.

Less successful are the arcade sequences, involving strafing and bombing runs. And although the graphics on these sections are a lot more detailed than in the dogfights the game-play soon becomes rather tedious; something that has to be gone through in between dogfights. In fact one of the faults of Wings is the amount that has to be gone through before getting into the air. The missions themselves are fairly short and don't require you to return to base once they're completed. Sometimes the whole thing's over in seconds, then you're back with the Squadron journal and dear old never-worn-a-black-silk-corset-no-not-on-your-life Colonel Farrah. You seem to spend more time on the ground than in the air. This might be realistic but it's also a bit boring.

But at least on the ground you get treated to some attractive graphics and once in the air there's no doubting the excitement. *Wings* is an atmospheric and exciting game in a new and challenging arena.



HASSLE FACTOR:3
Only two disks but a lot of swopping.

THE VERDICT

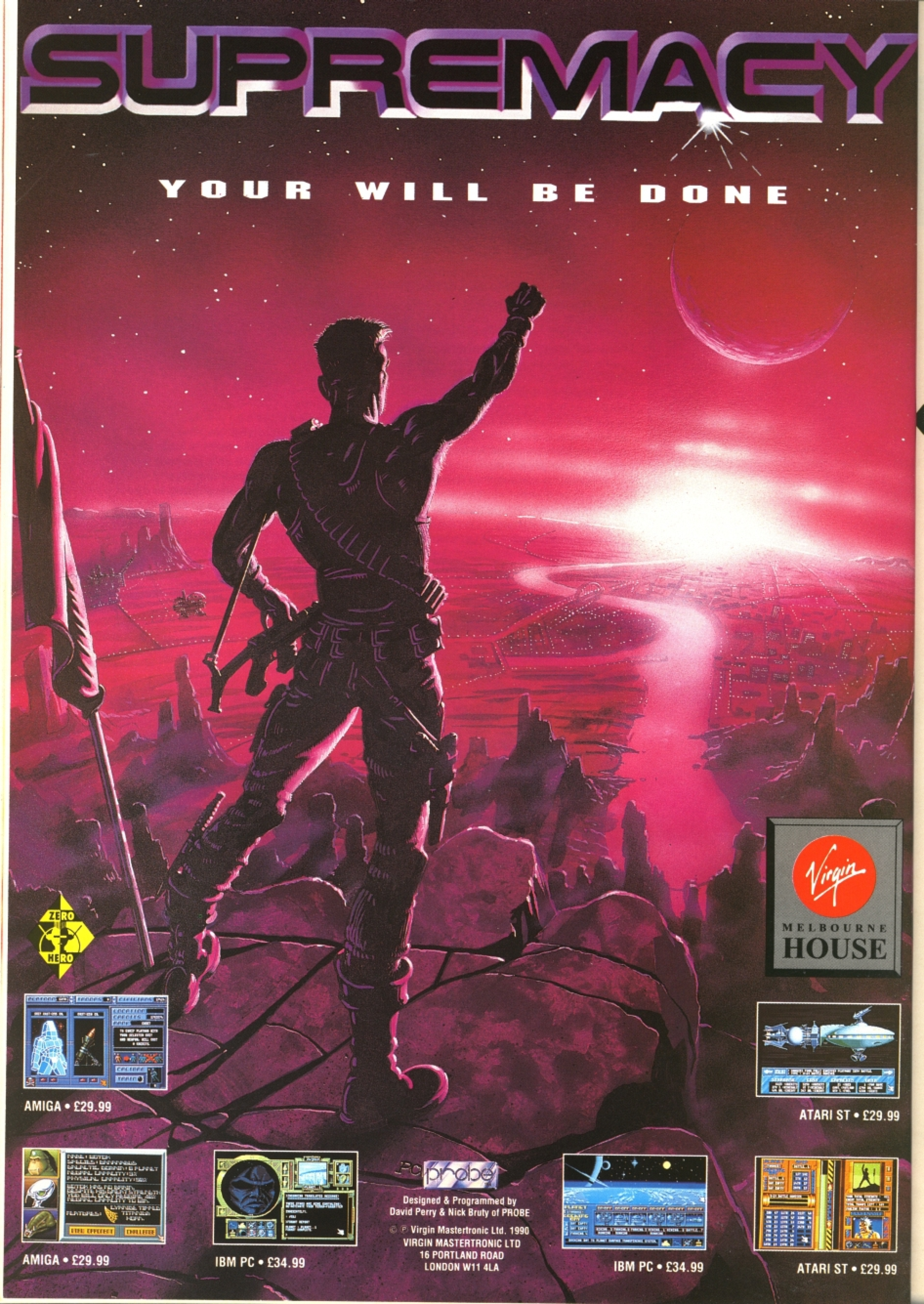
G	GRAPHICS	85
S	SOUND	88
A	ADDICTIVENESS	87
E	EXECUTION	86

• 20 • 40 • 60 • 80 • 100

First of the First World War batch and a very atmospheric treatment. Marred only by disk swapping and all the action starting in the air.

87

STOP



SUPREMACY
YOUR WILL BE DONE
ZERO HERO
Virgin
MELBOURNE HOUSE
AMIGA • £29.99
ATARI ST • £29.99
AMIGA • £29.99
IBM PC • £34.99
PC probe
Designed & Programmed by
David Perry & Nick Bruty of PROBE
© ℗ Virgin Mastertronic Ltd. 1990
VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 4LA
IBM PC • £34.99
ATARI ST • £29.99

LOTUS ESPRIT TURBO CHALLENGE

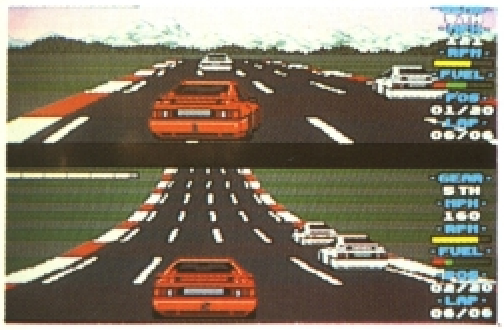


ZERO HERO

In which *Ivan Hawksley* puts on one of those rather slinky all-in-one fire-retardant suits, wiggles his bottom in a Jackie Stewart kind of way and drives very fast into the back of the car in front...



When they told me to get my lotus into position, I had hoped it would give me the chance to wear a leotard. (*Get on with the race you bloomin' poof. Ed.*)

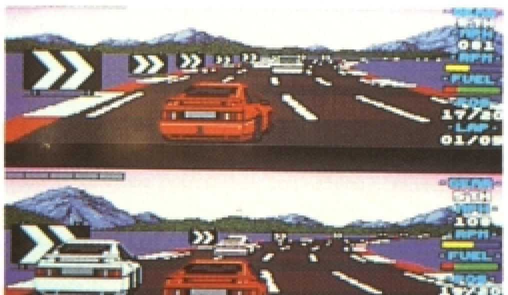


That's me at the top, surging ahead as usual. (*You're the red one dork. Ed.*)

Being something of a sports car fan – and a man who likes to live life in the fast lane – I do get a bit excited whenever a flashy motor becomes the subject of a driving game and Gremlin's latest racetrack outing, *Lotus Esprit Turbo Challenge*, is no exception. *(I bet you buy motorbike magazines for the pervy pictures in them. Ed.)*

Now, thanks to Gremlin and Magnetic Fields (of *Super Cars* fame), the thrill of having a large, throbbing, red Lotus 'under your bottom' is available for a measly £24.99. *Lotus Esprit Turbo Challenge* gives you the chance to drive your own flashy, red, willy substitute and burn the opposition off the track on a variety of different circuits around the world. You can have either 1 or 2 player head-to-head action (hence the split screen), so you can race against a fellow Lotus freak (driving the other flashy red Lotus in the bottom half of the screen). Not to mention the other 20-odd competitors, all driving flashy, white motors.

The action is fast and furious with three main levels of difficulty: Practice (for the namby-pamby shandymen), Medium (for the not-quite-so namby-pamby lager toppers) and Hard (for the totally cool pint-of-Crème-de-Menthe-with-a-straw lunatics). Each level is pretty tricky – calling for sharp judgement and reflexes at full power – and just to make things even more difficult, each international circuit has its own obstacles and characteristics (patches of killer ice and rock falls in Finland; heat, dust and unexpected roadworks in Mexico). Add to this hills, S-bends and a field of competitors which includes some of the most reckless drivers you've ever seen, and you've got yourself a bit of a 'hard' race! Finishing in 10th position or above qualifies you for the next race. (In head-to-head competition, there's a special 'handicap' facility which puts the slower driver in front for the next race, making it a more even contest.) And with not 1 – not 2 – but 32 (gasp!) international circuits to compete on, the Nigel Mansells of this world won't be disappointed.



Oooh! Show me your turbo and I'll show you, erm... mine.

WHAT'S WHAT

TITLE	Lotus Esprit Turbo Challenge
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga PC to follow
RELEASED	October

AMIGA

Ivan: *Lotus Esprit Turbo Challenge* delivers the things most driving fans want. Sexy sports cars, great graphics and pure speed combine to make it one of the best road games to appear on the Amiga for yonks. The screenshots may look ordinary, but the speed at which the track and scenery scroll is breakneck and very smooth indeed. Some of the game's features are dead groovy – particularly the two player split screen perspective. Both players can check out their respective race positions, lap times and whether they need a pit stop to refuel.

HASSLE FACTOR: 0
No turbo trub.

The engine sounds are excellent too. Listen with glee to that turbo roar as you hit the downhill straight! Wince as you skid off a bend and smack into a trackside tree! There are also manual and automatic gear options, and even an in-car Stereo CD Player with a choice of several tunes (if you're going to crash, it might as well be to a racy bit of music). My only niggle – being the psycho that I am – is that there's not enough destruction: when I hit a tree, a pile of boulders, or another car at 140mph, I want exploding fireballs and bouncing hub caps; an element of fear might have given a delicious extra thrill to the action.

Having said that, overall *Lotus Esprit* is a very good game and destined to become the new lap leader in straightforward, no-nonsense racing games. Well presented, fast, and great fun.

GRAPHICS	89	ADDICTIVENESS	91
SOUND	90	EXECUTION	89

OVERALL 90

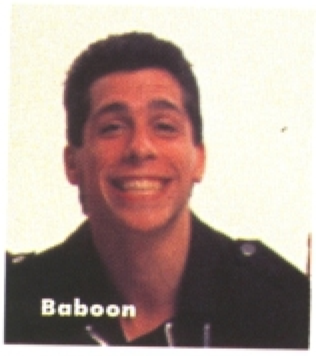
STOP

review

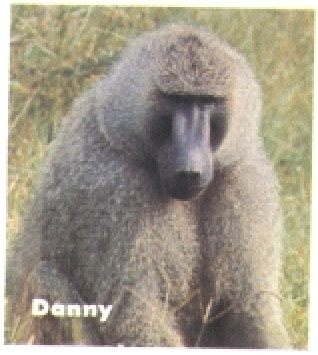
POWERMO



Hands up who wants the *Powermonger* scenario blurb? Okay, here goes.. "Your kingdom, Miremer, was destroyed by a devastating earthquake. Collapsing mountains and fiery, poisonous ash spared few of your subjects and none of your lands..." Well, that's the first bit anyway; it's rather wordy, so here's a précis of the rest... "You and a handful of subjects have been bobbing about in a boat at sea for weeks, hoping to find landfall. And find landfall you do – a rich and fertile land. Brilliant. That means you can populate it and carry on as before. But there's a hitch! The land is already populated with petty lords and barons reigning over loads of smelly, plebby peasants. Now, you could move into one of the towns and resign yourself to a life of servitude. Or you could try to conquer the island..." So there you have it. You're the New Kids On The Block – let's just hope you don't look like Danny (i.e. the one who resembles a baboon).



Baboon



Danny

THE GRAPHICS

A picture paints a thousand words but a moving picture paints about ten thousand words. So, what you won't be able to tell from the screenshots is that the central 'close-up map' (where all the action takes place) is radically different from that of *Populous*. The reason is simple. Where the *Populous* world was made up of bitmapped "blocks" which could be scrolled in four directions and had only one magnification level, the world of *Powermonger* is made of polygons – and this means freedom of movement.



Village cross, ruined barn – where's the village traffic warden?

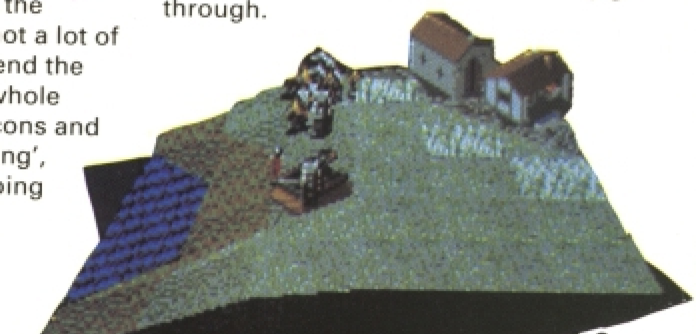
Not only can you now scroll the world in eight directions, but you can also do just about anything else. You can rotate it for instance, gaining vantage points that would otherwise be unavailable. And you can zoom in and out to your hearts content. You can even pretend to be an earthworm or something, and go underneath the whole thing (although there's not a lot of point in doing so). You can extend the playing area too, so it fills the whole screen (obscuring the control icons and stuff) – this is good for 'spectating', which is something you'll be doing much more than in *Populous*.

THE GAME

It's a game of domination, as we've already said. But unlike *Populous*, it's not just a case of 'you versus him', because there are several sides, all of whom have ultimate power in mind. You start with a small band of followers and the idea is to turn them into a large band of followers – a goal you achieve by attacking towns, defeating the townsfolk and gaining the captain of the town as an ally. Once an enemy captain is an ally he'll join you at The Table (the very large graphic surrounding the playing area) and will respond to your orders. Having captured a town, you also capture its resources (most importantly foodstocks). Enough food has to be available to feed all your subjects, you see, or they'll start to think of you as a bit of a tosser and go their own way. Some towns contain a workshop, which is dead handy. You can order the allied captain to 'invent', whereupon he and and his townsfolk will gather materials (wood if they're near forests, ores if they're near mountains etc) and build you lots of weapons (from swords to cannons to giant catapults) which make later battles against other towns all the more satisfying.

Whenever you issue an order to an allied captain, it's carried to him by carrier pigeon – and if he's close to you (on the same area of the close-up map for instance) the bird won't take too long to reach him.

However, if you've been on walkabout since recruiting him, you might find yourself several 'screens' away – in which case (as pigeons don't travel at 186,000 miles per second) the message may take some time to arrive. In fact it's worse than that – pigeons have been known to get shot down en-route. So, if you're particularly busy (in battle or something) and you can't monitor the bird's progress, you have no way of knowing if the order actually got through.



A Saga Holidays sightseeing tour visits the local mine.

WHAT'S WHAT

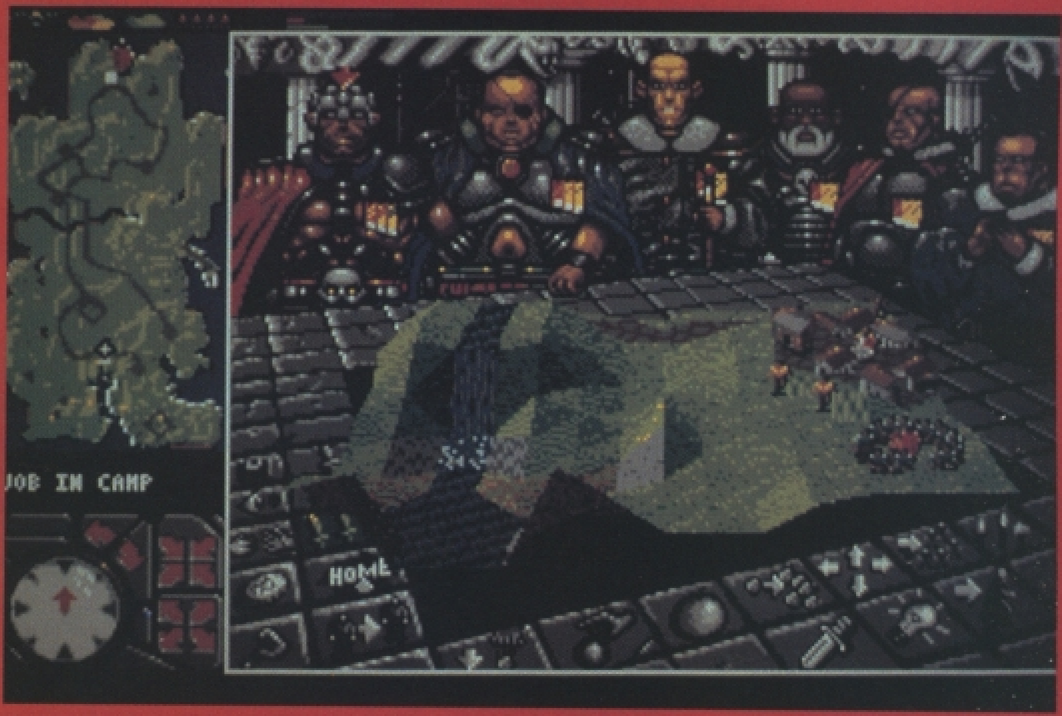
TITLE	Powermonger
PUBLISHER	Bullfrog/Electronic Arts
PRICE	£29.99
FORMAT	ST/Amiga
RELEASED	November

THE PEOPLE

If you thought the *Populous* population was big, then get this. Not only does *Powermonger* have an equally massive population, each and every member has a name, characteristic traits, relation-ships with other members, and certain skills. You can point your cursor arrow

NGER

Powermongering isn't an easy job like fishmongering. No, powermongering is much more demanding – as *Duncan MacDonald* found when we let him try the new offering from Bullfrog/Electronic Arts...



ICON KEY

OPTIONS: Save game, select multi-player option and all that sort of gear.

SPY: Send a captain to spy on enemy towns.

MAKE ALLIANCE: Tells a captain to make alliance with a chosen town. It costs, though: any excess objects you carry are offered as tribute.

TRADE: Send a captain into a village and swop food he carries for items produced by the villagers and vice versa.

QUERY MODE: Select this, point the cursor arrow at an object/animal/human and it'll tell you all about them in a pop-up text window.

POSTURE: PASSIVE/NEUTRAL/ AGGRESSIVE. Very important is the posture mode. If you want to be friendly and send a captain into a town in Aggressive mode then things probably won't work out too well. If you're steaming in for a fight in Passive mode then that isn't too clever either. There are so many different situations you'll meet, and you sometimes have to think quite hard about what posture to adopt. A lot of the actions you perform, from dropping food to trading, are dependant on the Posture setting.

GO HOME: Stops a captain and his men in their tracks and disbands them – each going home to his own Town or Village.

TRANSFER MEN: Transfers troops from the control of one captain to another.

GET FOOD: Tells the captain to pick up food.

DROP FOOD: Tells a captain to dump his food onto the ground. You can see it on the close-up map, and it can be picked up by another captain later. A strategic supply dump.

UN-EQUIP: Just like drop food, but refers to weapons and stuff.

ATTACK: This is the stuff!

INVENT: Want a catapult? Fine. Puts your men into Clive Sinclair mode.

SEND CAPTAIN: If you've found (or invented) any boats then this will allow your captain and his men to get in the boats and cross water.

SUPPLY FOOD: Select a location that needs food and your highlighted captain will keep making trips there with tasty morsels for the inhabitants.

DE-RANK: Disbands certain types of troops (depending on your posture). Got some wimps? Right – off they go.

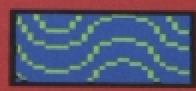
RECRUIT TROOPS. Again dependant on posture, you can pick up differing numbers of men from a settlement.

EQUIP: Gets your chaps kitted out with lots of lovely hardware.

THE OVERVIEW MAP

The whole land in miniature. Flashing white dots are your men, and are shown regardless of which map mode you're in.

MAP MODES



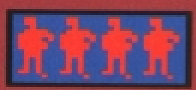
CONTOUR: This shows the height of the terrain.



OBJECT: This one shows up trees, houses, workshops and things like that.



NORMAL: Er, normal. It shows roads.



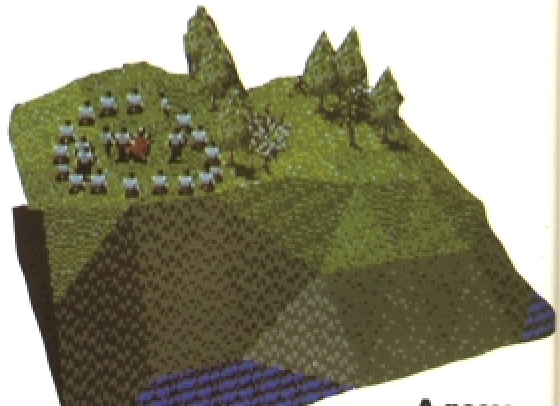
FOOD: Colour coded, shows amount of food in settlements.

at someone, click the mouse button, and up comes a text box: "Harold of Doon, husband of Madge. Harold is good at macramé and is a bit of a chicken." So if you're attacking a town full of loads of people like Harold, you know you'll have an easy time of it (although if you kill Harold, his spouse Madge will 'remember' and won't co-operate with you). The people in *Powermonger* have different professions as well, depending on the area in which their settlement is situated. Settlements near the coast are populated by fishermen, those near forests by woodcutters and so on. Take over a town of woodcutters which contains a workshop and they'll invent 'wooden things': bows, catapults etc. Take over a town of fishermen with a workshop and they'll probably come up with a new recipe for Captain Birdseye.

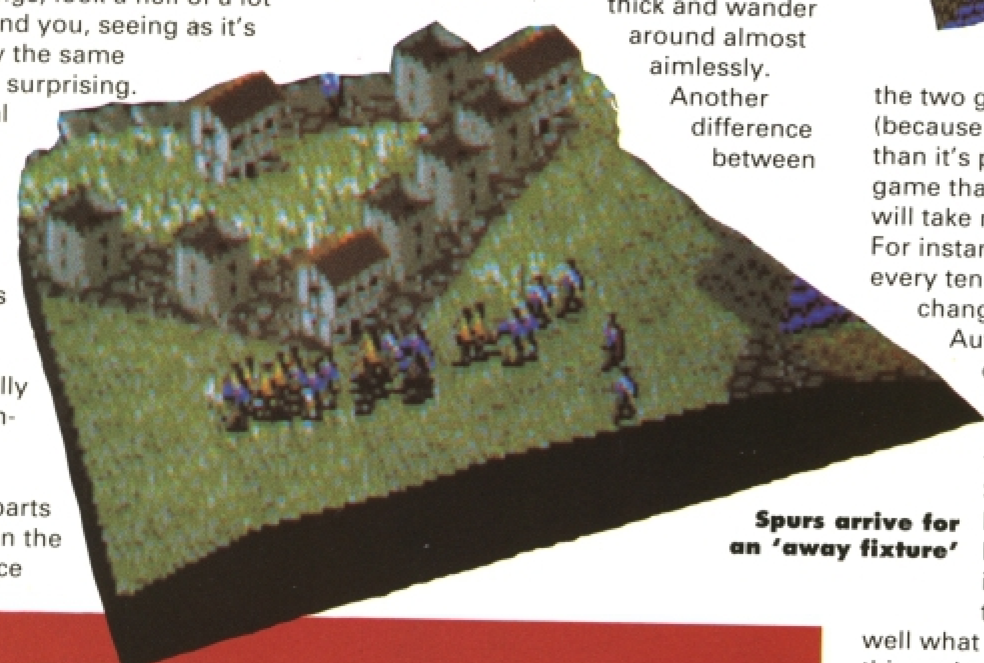
Dunc: It's hard to know quite where to start, really. There's not a lot of space, and *Powermonger* is the kind of game that could easily lend itself to half the magazine. Ho hum. Er, well, let's get the inevitable *Populous* comparisons out of the way. Yes, *Powermonger* does, on the surface of things, look a hell of a lot like *Populous*. Mind you, seeing as it's written by exactly the same people it's hardly surprising. A scrolling central play area surrounded by icons was a very good idea, and just because it's been done once is no reason to not repeat it (after all, how many vertically scrolling shoot'em-ups can you think of?). Where *Powermonger* departs from *Populous* is in the artificial intelligence stakes. Each sprite has certain characteristics (which you can examine if you want) and because of these each one will respond differently to outside influences. Attack one person and he'll run away. Attack another and he'll hit you back. Attack yet another and he'll get out a copy of the *Evening Standard* and pretend he hasn't noticed. Some characters are curious about things and will examine them. Others are totally thick and wander around almost aimlessly. Another difference between the two games is that *Powermonger* (because of the depth) is more RPG-ish than it's predecessor. It's the sort of game that's not *too* hard to get into, but will take months of dedication to master. For instance, the seasons. As you play, every ten minutes or so, the season changes. Rain pours down in Autumn, snow in Winter and so on, accompanied by the relevant sounds – from the winds of the latter months to the chirpy bird noises of Summer. Aesthetics? Well, yes, but not just that. A little hint here – in Winter it's a bit cold, isn't it? So don't bother wasting time farming. Obvious? Okay, well what about the best time to invent things then? When isn't there much to do? Exactly – Winter again! Whoops, gave away a free 'tip' there...

There are some 'right on' environmental touches, too. Cut down all the trees and the climate gradually changes (trees do grow back, but it takes ages). I'm surprised there isn't a little digitised Sting wandering around looking for Indians to befriend. There are humorous touches too, such as the 'sheep shagging' – apparently if a farmer and a sheep meet under a tree, certain 'activities' take place. Mary Whitehouse must be notified at once.

Basically though, it all comes back to the conquest aspect of the game, which, let's face it, is what most people are interested in. It's ruddy brilliant. Shame there's not any room left really, isn't it? Still, these things happen.



A posse takes a break for a game of 'Ring A Ring O' Roses'



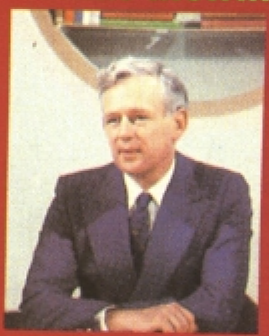
Spurs arrive for an 'away fixture'

HASSLE FACTOR: 0
Fewer icons than *Populous!*

GREAT POWERMONGERS OF OUR TIME

"Power corrupts. Absolute power corrupts absolutely. And Tesco's pickled gherkins are particularly tasty."*

NORRIS MCWHIRTER



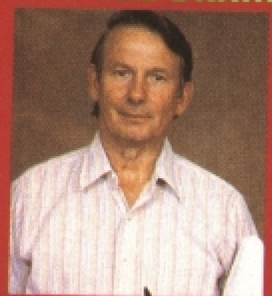
Beneath the kindly exterior of Norris – the softly spoken walking record book – lies a megalomaniacal desire for world domination. There are several telltale signs:

1. Who else but a potential megalomaniac would – realising he could never break any records himself – deliberately compile a book containing thousands of world class achievers with a picture of himself right at the front? "Is it Norris?" *(readers voice)*. Yes, that's right.

2. When everyone decried cricketers going to South Africa, who defended their 'freedom of choice'? "Norris!" (You're getting the hang of this.)

3. Who was it who said all small children under the age of five with the letter 'e' in their name should be 'strung up' because it's the 'only language they understand'? "Norris?" Er, no, I made that one up.

THE 'BEHAVIOUR AND THE BRAIN' MAN



Have you ever seen a thing called *Behaviour And The Brain* on the Open University on BBC2? Well, basically it's all about torturing rats to prove things like how much it hurts to be tortured. I was watching this programme and they had this rat sellotaped inside a cardboard tube (from the middle of a toilet roll). The cardboard tube was fastened to a base-board with the rat's tail protruding from one end. The tail was positioned over a hot plate which was turned on at regular intervals. Sometimes it flicked its tail to the right; sometimes to the left. From this the man from the Beeb deduced something or other, like the rat didn't like having its tail fried while being strapped inside a tube. Our deduction is that he's a complete powermongering bast.

*Bernard Mussel speaking at the 1961 Symposium on Green Vegetables and their Influence upon Revolutionary Movements

THE VERDICT

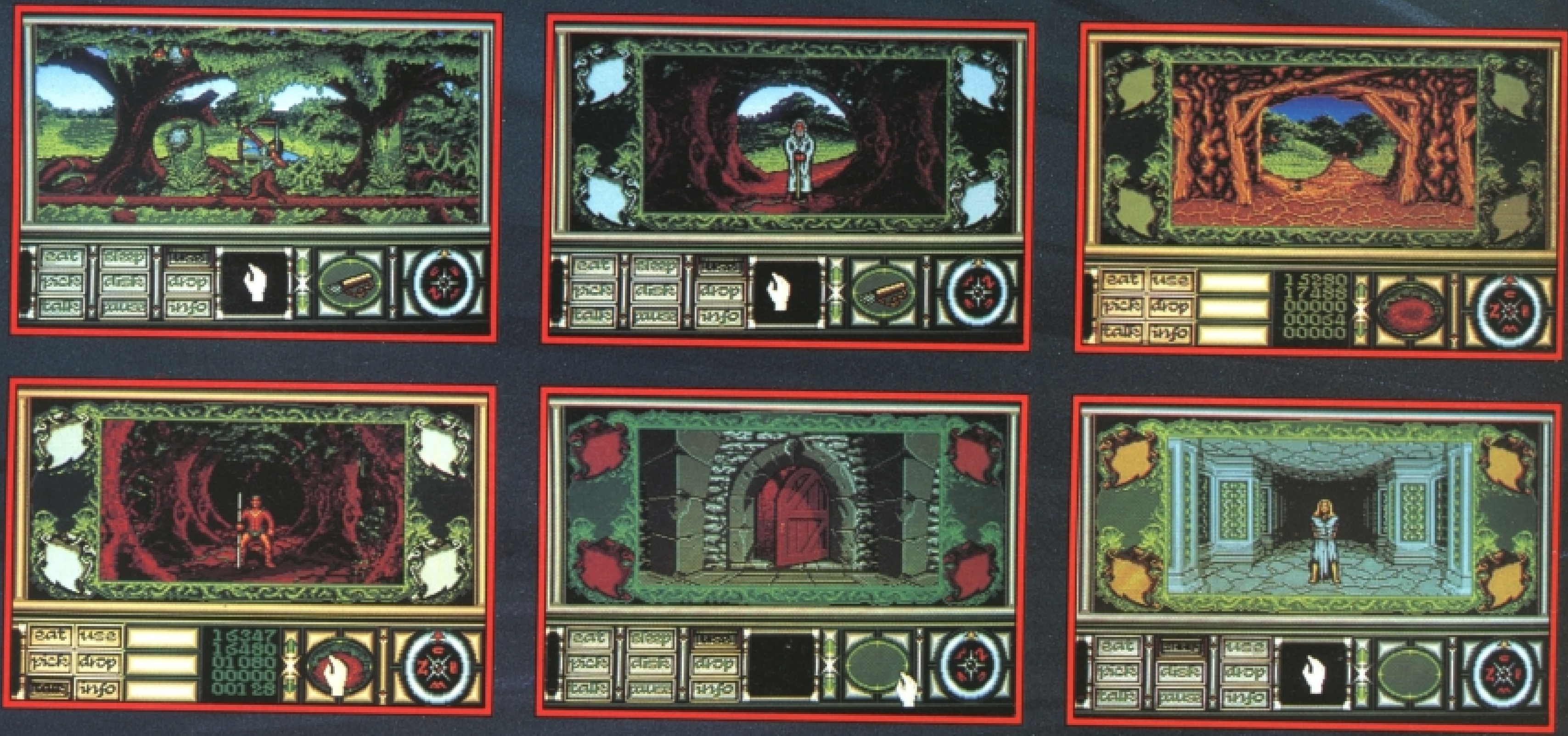
G	GRAPHICS	93
S	SOUND	93
A	ADDICTIVENESS	93
E	EXECUTION	93

• 20 • 40 • 60 • 80 • 100

A must for anyone into sheep, strategy and little *Populous* men, not necessarily in that order...

93

OBITUS



YOUR OWN WORST NIGHTMARE . . .

From Psygnosis, Impelling RPG with more than a dash of hack-'n'-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Amiga Screen Shots

PSYGNOSIS



JUDGE DREDD

Drokk! Stomm! Mega City One's a rough old place. You can get a life sentence for dropping litter, get shot for eating sugar, chopped into Mr. Men-shaped pieces for smoking... and the punishment for writing crap intros is death. *David McCandless* is the guy on death row.



The game opens with you at the keyboard of Justice Central's mainframe. By being extremely clever and manipulative you can access classified information about yourself, your Lawgiver (gun) and your Lawmaster (bike). You can also have a quick go at the games judges play in their spare time (apparently), namely *Bomber* (that old VIC-20 game where you try to flatten a whole city before you land) and *Snakes* (strange centipede collect 'em up). If you can drag yourself away from these outstanding landmarks in computer entertainment, you might be able to leach a few details from the computer about the missions.

THE MISSIONS

1 Fatties are taking over the city. They are gorging themselves on the entire city's food supply. Dredd must deactivate the food dispensers and then stop the obese ones from hijacking the whole colony.

2 Evil doctor Fribbs has formulated an evolution-reversing enzyme and exposed the whole of the Charles Darwin city block to it. Dredd must fight his way through rampant monkeys, dinosaurs, and amoebas to neutralize the enzyme and the mad professor himself.

3 Soviet agent Orlock has impregnated the city's water supply with the Blockmania or Football-Stadium virus. It makes everyone go ape and attack each other. Dredd must cut off the water-supply and then hunt down naughty Orlock.

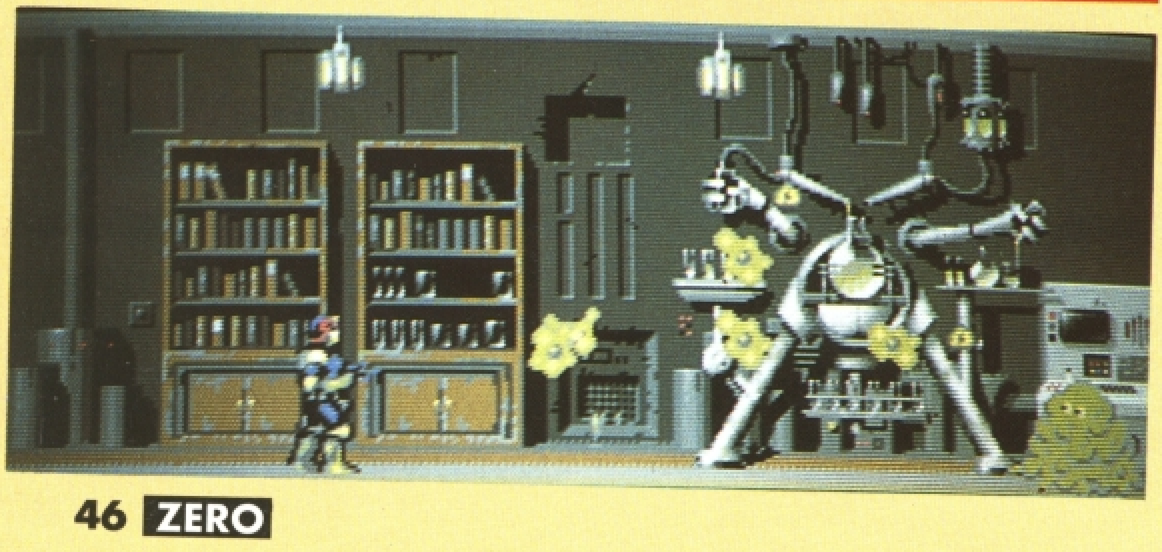
4 Orlock has escaped and fled to the Mega City weather station to pollute the rain water with Blockmania. Dredd must capture Orlock before he kills Michael Fish! Nooooo!

5 Blockmania has broken out on all fronts. Dredd finds himself caught in the cross-fire between two warring blocks and must neutralise the artillery on both sides.

6 The Dark Judges from another dimension have reappeared and they all need to be taught some basics in personal hygiene. But since they are already dead, how can Dredd defeat them?

7 Dredd has fallen in love. The justice department boffins have shrunk him and placed him inside his own body. He has to explore his abdomen and deactivate four 'passion-pumps' while avoiding vicious libidos. *(Really? Ed.)*





Macca: Each mission follows a basic formula. Dredd is faced with a nightmare maze of gangways, paths, balconies and slopes. He must march along these, find and deactivate the food dispenser, water conduit etc. and at the same time avoid the 'perps' for among them lurk innocent citizens. As the crime rate is soaring, shooting the latter by mistake will land him in big trouble. Dredd can't die, of course, but his energy can be sorely reduced. When it bottoms he has to recover in hospital, and in this lapse the crime rate sails up. If it reaches its peak, Dredd considers himself a failure and quits to become a greengrocer in Warrington.

HASSLE FACTOR: 0
Dredd approves.

It's all very well done. It has some neat atmospheric intro screens and music, with snippets being taken straight from the cartoon original. The eight-way scrolling is impeccably smooth, the sprites are impeccably er, smooth. They glide around like championship skaters, even the fatties. Everything is detailed and colourful. Judge Dredd himself is a very impressive sprite, all sausagey thighs and stompy walk. He grabs convincingly for his LawGiver and straddles his LawMaster. The bike can be called at any time and used to burn around, mowing down citizens. The only snag is that you can't shoot things when you're riding.

When you can fire, there's a choice of three bullets: normal, armour-piercing and heat seeking. The latter is good fun. You simply fire and a bullet with a neat curving tracer spirals off into the nearest hot object. Alas, the nearest hot objects are usually the warm internal organs of a nearby innocent citizen.

The levels are very samey: a complex framework of horizontal and diagonal platforms. The objectives are very samey, and the ways of eliminating enemies a bit samey too. In fact 'samey' seems to be the problem with the whole game. There's no way enough variety in it. The end-of-level scrolling sub-games add something but they end too quickly. The perps' movement patterns are too fixed. Even athletic old Dredd seems rather restricted at times, by Drokk.

STOP

GRAPHICS	85	ADDICTIVENESS	72	OVERALL 78
SOUND	80	EXECUTION	83	

WHAT'S WHAT

TITLE	Judge Dredd
PUBLISHER	Virgin Mastertronic
PRICE	£24.95
FORMAT	ST/Amiga
RELEASED	November



EPIC - A LEGEND BEYOND TIME

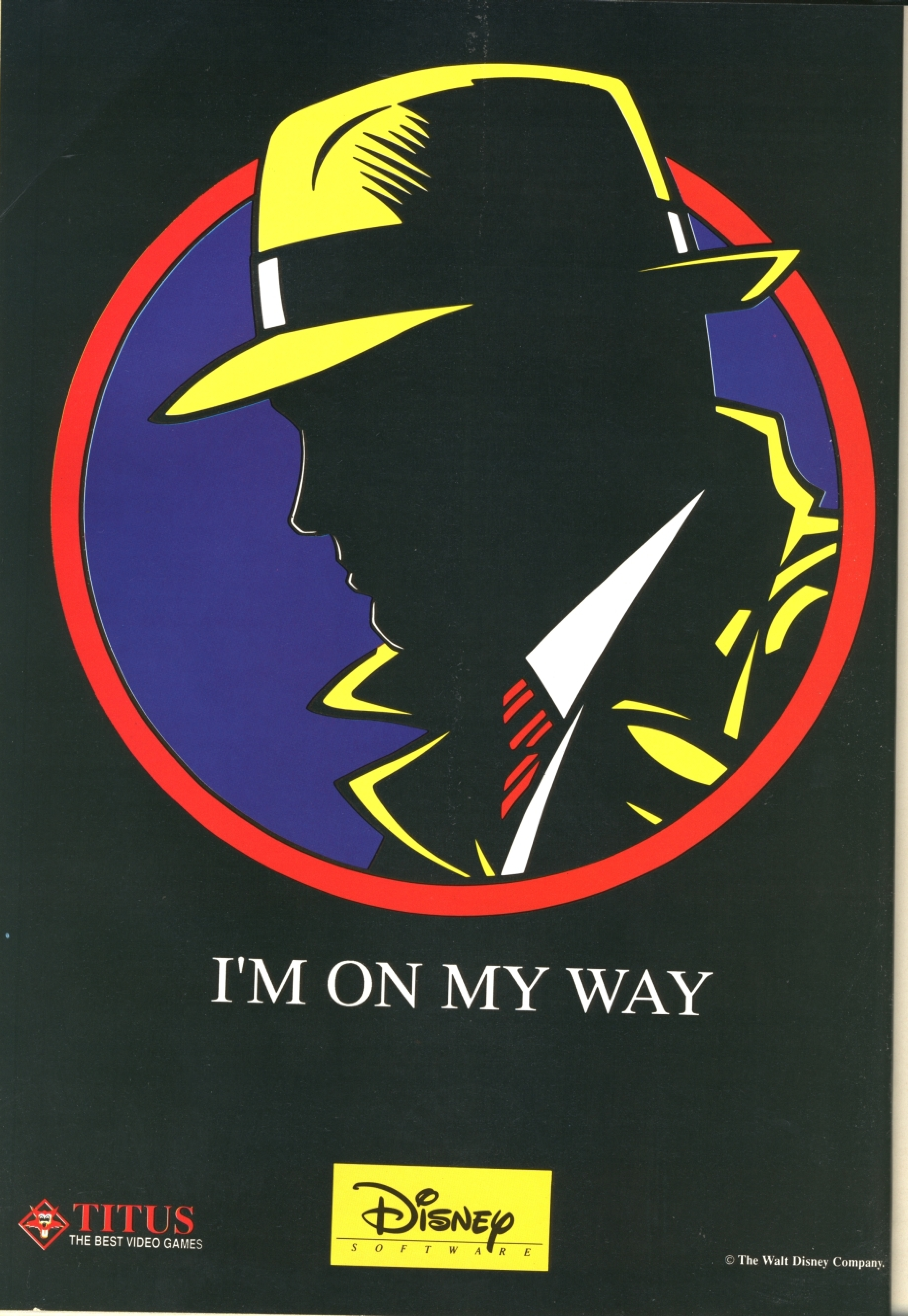
From the development team which brought you F29 Retaliator now emerges **EPIC** - a sci-fi extravaganza featuring spectacular graphics and stunning game-play.

ocean

A legend is born, a supremely advanced one-man starfighter of awesome power and destructive capabilities that, in the right hands will wreak havoc amoungst inter-galactic transgressors - that legend is **EPIC**.

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I'M ON MY WAY
TITUS
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SPACE AND TIME MILLENNIUM

Sickeningly over-educated *Lord Paul Lakin* knows the middle name of every King and Queen of England and can count up to 500 in Mandarin. He also knows his way round Cambridge so we sent him there to visit *Millennium*.



Count Fred's exorcise plan part 1...

Education is a wonderful thing. It is also a very boring thing – a lesson (ha ha) the guys down at Millennium quickly learnt. Having 'cut their teeth' producing educational software at parent company Logotron, they tossed away their text books and satchels, refused to do their homework, and started pumping out groovy games like *Resolution 101* and *Kid Gloves.* New releases in the pupil pipeline include...

HORROR ZOMBIES FROM THE CRYPT

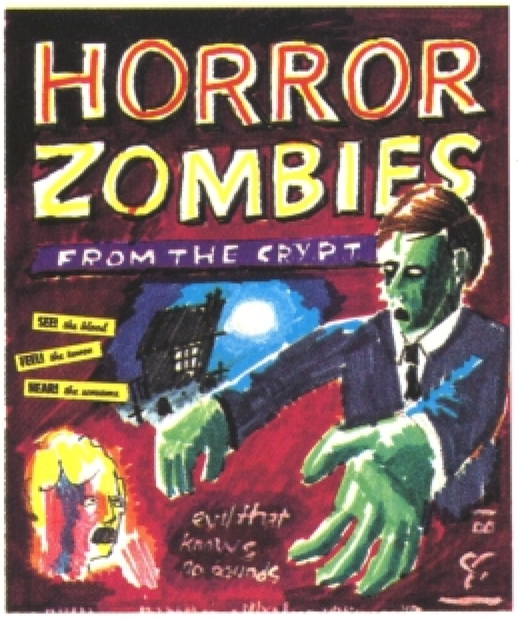
What is the thing you most associate with the fifties? Elvis? Rock 'n' roll? The invention of thermo-multimolecular carbon heating? Well, maybe. But if you've ever spent a late night curled up with the television then you'll probably also think of those brilliantly bad Horror B-Movies. the sort of films where the acting is considerably more wooden than the scenery. They're crap but they're very enjoyable crap.

Horror Zombies From The Crypt aims to recapture the mood of these films (without the crap bit). All the action takes place in, around and even under the mansion of Count Frederick Valdemar. Now he sounds like a villain doesn't he? Well, names don't mean a thing. The Count is not a villain he's a victim and he's got a problem. No one can ever get his name right. Apart from that his house has become infested with ghouls, spectres, zombies and poll tax inspectors. (*Please ignore the last four words, they constitute a pathetic lie. Ed.*)

Only you can help him, so you'll have to find your way through 600 screens of puzzles and danger. As well as normal four walls, carpet, table and dentist's chair sort of room there's also a full collection of secret rooms, rotating fireplaces and even crumbling floors. The range of horrors that inhabit these rooms is equally gruesome including mummies, gargoyles and even a headless queen (ah, so that's what happened to Marc Almond).

Obviously your first reaction to such danger will be to run like hell. Even after you've overcome your initial shandiness you'll probably be glad of the 'Tip Toe' option which is essential for getting out of some sticky situations.

NB A close inspection of the screen shots here will reveal not only the dangers you face from the supernatural nasties but also the problems inherent in taking too many hormone tablets. Fear not these are very early screens and as I write a team of experts is working non-stop to remove the hero's embarrassing case of chest mumps. STOP



'Zombies' Rockin', schlockin' Cryptocover artwork. (*What? Ed.*)

NEXT UP

Two games lined up for the new year are *Warlock* and *Stormball.* The appearance of *Warlock* will be particularly popular amongst those who remember the old Firebird classic *Druid.* A game of magic, dungeons, traps and the arcane power of Chaos, *Warlock* is to arrive on the 16-bit in a rather special form. Not only does *Warlock* contain the original *Druid* but also has another eight levels as well. So that's a free game really – can't be bad! The title screens included here are by ZERO's own *Artifacts* critic *Ian Harling.* So they can't be bad either.

Stormball is in an even earlier state than *Warlock.* In fact no one's exactly sure what the finished product is going to be like. Suffice to say that it'll be a futuristic 3D sports game incorporating elements of hockey and strategy (well that's got that clear anyhow). *Stormball* also incorporates *Resolution 101*'s fast graphics engine, so slow it won't be.



Paul Daniels takes the receeding hairline to the max in *Warlock*...



Sumo wrestlers playing strategic hockey(?) in *Stormball*...



...and not forgetting Millennium's secret agent *James Pond*, who specialises in red herrings (groan).

COMPO

BLANKETY BLANK STRIKES BACK!

WIN A STAR WARS ARCADE CABINET!



Hello chaps, Darth here again! You'll be relieved to know I'm dead now, so I don't have to go 'Tzkkkk-aaaark' all the time and crush people with my bare hands – I'm a Jedi now, I can be sweet and help old ladies to cross the road and things like that. Anyway, to refresh your memory and speed your pulse, here is the prize Domark have to offer: a specially restored *Star Wars* arcade cabinet! It's just the thing to curl up with on a dark night. *(Eh? Ed.)* This is to celebrate the fact that Domark have released four massive compilations: *TNT*, *Wheels Of Fire*, *Heroes* and the *Star Wars Trilogy*.

Anyway, got your coupon from last month at the ready? (It's a two-parter compo, so if you haven't, then buy or borrow a copy – otherwise you're a bit stuck, really.) Last month you had to identify certain games from these compilations by their screenshots. What you have to do in this bit is fill in the blank spaces in the story on the coupon with the words that make up the titles of the games you identified last month. Phew! For example, if you thought one of the screenies was of *Toobin*, and you think Leek Allotmentwalker is "a bit of a *Toobin* nut", then fill in "Toobin" in the blank space provided.

When you're all done, pop the coupon from last month with this one in an envelope and send it to **I Put The Two Blank Blanks In The Blank And Sent It To Blank, ZERO Compos, Dennis Publishing Ltd., PO Box 1EA, London W1A 1EA.**

RETURN OF THE TOMATOES

Leek Allotmentwalker was a bit of a ______ nut. For months he'd been smuggling tomatoes through Daft Vegetable's evil blockade to sustain rebel troops. "I can ______ those puny Imperial Cruisers any day. Just jab my finger on the ______ button and whoosh! Adios amigos!"

In a small Mini Metro behind him sat Sergeant Potato. "Calling ______, put out an ______ on a small vegetable stall travelling in excess of Mach 4 in the Putney area." Oh, the thrill of the ______! "I bet the little bast hasn't even passed his ______ test!"

NAME ____________________

ADDRESS ____________________

____

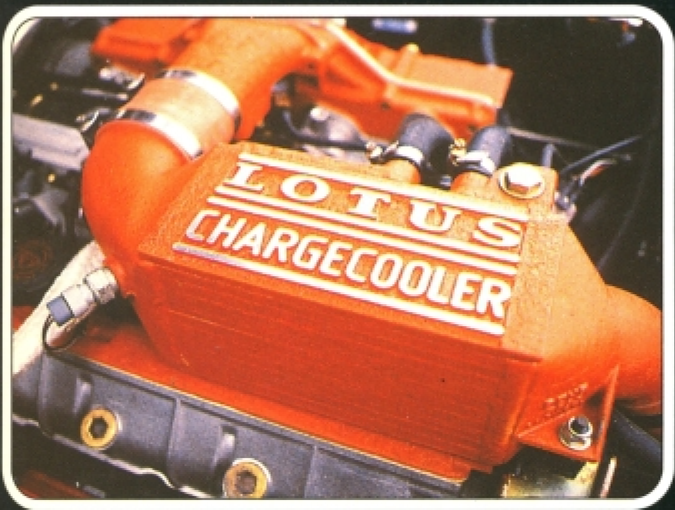
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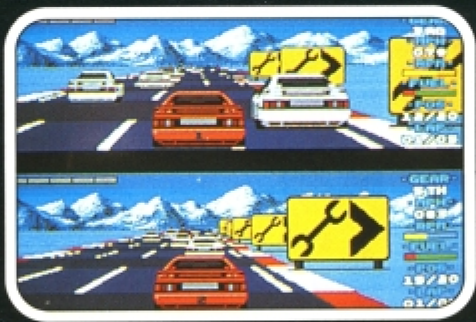
RULES

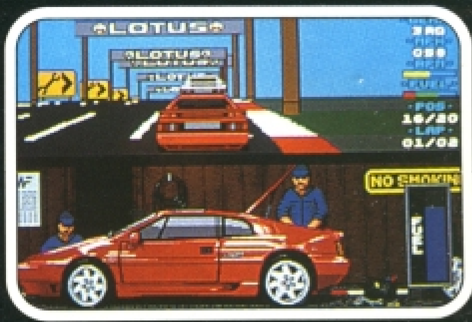
● In the unlikely event of Domark being unable to restore a *Star Wars* cabinet to full working order, they will attempt to restore either an *Empire Strikes Back* or a *Return Of The Jedi* cabinet instead. In the even more unlikely event that they can't restore *any* cabinet at all, erm, winners will receive, cough, a miniature Millenium Falcon made of matchsticks.
● Entries received after November 30th 1990 will be fed to the thingy in the refuse crusher.
● The Ed's decision is final, and since the Force is with him 'twould be foolish to argue.
● Any employees of Dennis Publishing or Domark who attempt to enter will have their assets frozen in carbon.

LOTUS ESPRIT

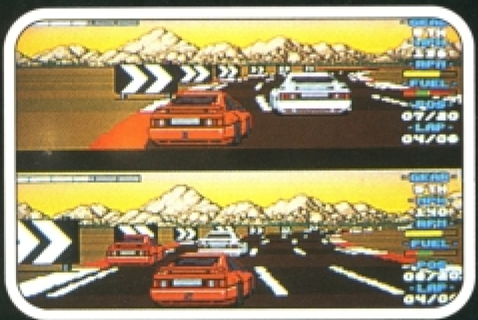
TURBO CHALLENGE



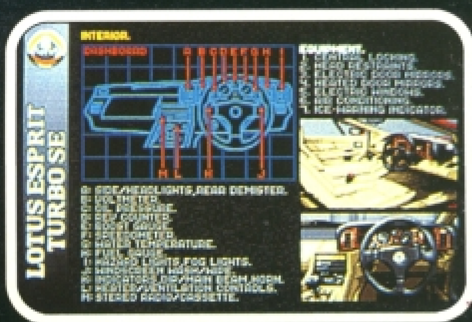












Screen shots from Amiga format.

ONLY GREMLIN CAN DO THIS

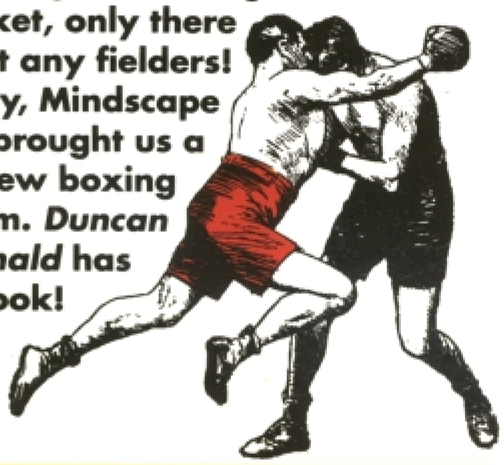
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ATARI ST/STE & AMIGA
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AMSTRAD CASSETTE & DISK

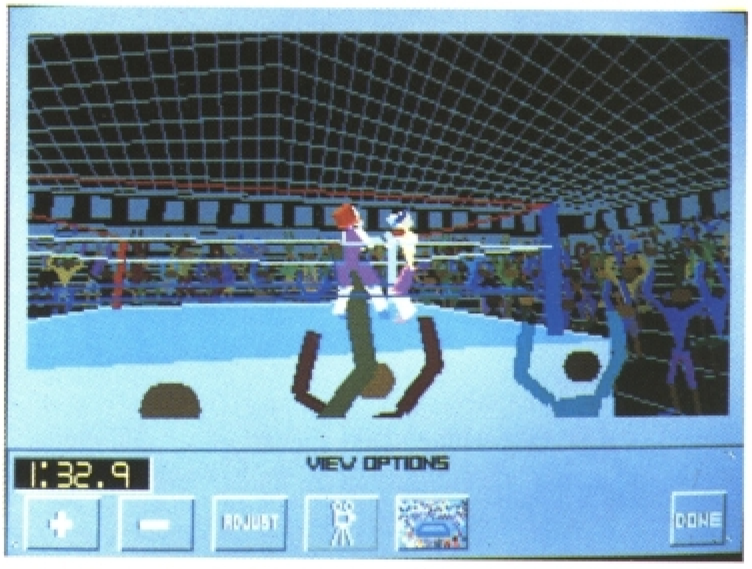
GREMLIN®

Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS. Tel: 0742 753423.

4-D BOXING

Boxing's a funny old game, isn't it? There are four 'bats' (fists), two balls (heads) and one 'goal' (the floor). Using both your bats you have to put the opponent's ball into (or onto) the goal. Actually maybe boxing isn't such a funny old game after all – when looked at like that it's not actually too unlike cricket. So, let's start again. Boxing! It's a bit like cricket, only there aren't any fielders! Anyway, Mindscape have brought us a brand new boxing sim. *Duncan MacDonald* has a look!





Sting like a butterfly, fly like a bee, my name's Andrew LLoyd Webber and you're er... going to kill me!

Actually the rules of boxing are almost as simple as outlined above. You use your bats (fists) to hit your opponent in the balls – er, ball (er, head) and eventually you hope to knock him onto the goal (the canvas that makes up the floor of the ring). Yes, it really is that simple.

There are, however, 'offside' rules as well: you know, things you're not meant to do. You're not meant to hit your opponent 'below the belt' for instance (i.e. in the goolies) and you're not allowed to kick him in the shins. Oh, and you're not allowed to grab his thumb, drag it behind his back and force it upwards until it breaks, either. So there you have it. An 'at a glance' guide to one of the world's greatest sports. What you can and what you can't do. You can now consider yourself an expert.

WHAT ABOUT THE GAME?

Well, it's all really rather clever and involves a lot of polygon graphics. What the game-design boffins did was to start off with the genuine article: a real life boxer. They set up video cameras and asked him to 'strut his funky thang' (i.e. do a bit of shadow boxing – jabs, uppercuts, combination punches, hooks: the works basically). Once this was all on video, they told the boxer to pee off, trundled away, scrunged the video pictures into a computer and took it from there. Pretty soon* they had a fully controllable stick-man with a complete library of boxing moves at his disposal.

Next they added some filled vectors so the stick-man didn't look like a stick-man any more. He looked like a real man (well, sort of). Then they added a bit of code which enabled this computer-controlled 'uncannily realistic' boxer to be wibbled about – so his height and weight and stuff could be altered. And the game was built around that.

***Journalistic licence – it probably took about eighteen trillion man-years.**

DOCTOR FRANKENSTEIN

There are 50 preset computer opponents, ranging from light-weight to heavy-weight and from utterly crap to mind-numbingly hard. You can take them all on in Exhibition Mode (i.e. practice), but if you opt for The Main Event you have to work your way up through the ranks (like the real thing). But who exactly is your fighter? Well, this is one of the brilliant things about the game – you can actually make him yourself. Go into Create Boxer mode and you can choose his height, weight, kit colour, what his face looks like and whether he fights southpaw or regular (i.e. right or left handed). And you can name him as well! Susan 'Gripper' Pollard, Saddam 'Slightly Bonkers' Hussein, Nigel 'Monster Man' Kennedy – the choice is yours, and it all adds to the fun.

WHERE ANGLES FEAR TO TREAD



Touch me and I'll make mincemeat outta ya!

What goes perfectly together with polygon/vector graphics? Yup, it's camera angles! And does *4-D Boxing* let us down on this score? The answer is a resounding "No!". There are nine pre-set views (summoned up by function keys one to nine at any point during a fight) – but you can go to the Control option before you start a fight, where a bank of all nine views (miniaturized) can be seen. Each can be changed, from raising and lowering the camera to zooming in and out: from the camera following your boxer, the opposing boxer or both to the camera remaining fixed. You can even position the camera inside your boxer's head and see the match from a first person perspective. It's sort of a standard feature now, but it really comes into its own when you're viewing an action replay of a round. Rewind, fast-forward, play and pause. From any angle you want. Watch that knockout in the last 20 seconds of the tenth and final round again (and again and again).

MINI 4-D BOXING COMPETITION

Want a free copy of the game? Well, you can win one. First of all get a friend or colleague to give you a few smacks in the face and then photograph the resultant bruising. Send the photo to Smack In The Marth Compo at the usual ZERO address and we'll send a copy of *4-D Boxing* to the person we consider to have taken the most damage.

WHAT'S WHAT

TITLE	4-D Sports Boxing
PUBLISHER	Mindscape
PRICE	ST/Amiga £24.99 PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	November

Dunc: *4-D Boxing* is absolutely brilliant (if you're into boxing that is). Basically it's the first truly free simulation of the sport. Thanks to the polygons the boxers move pretty much like their real-life counterparts (which isn't surprising seeing as they were coded from the real thing in the first place). Being able to personalise all the boxers in your 'camp' (you can have up to ten) helps make the game even better as you feel a tad more personal involvement than you would if they were just stock jobs. Beat your first adversary and you'll be given access to the gym in readiness for the next fight. (In the gym you can improve your speed, power and stamina quotients a little bit – the more wins you have, the more visits to the gym and therefore the more powerful you become). The instant replays are excellent, and tend to take up as much of your time as the actual fighting itself. The sound (as usual) is a bit on the squiffy side, but there is at least a halfway decent 'Oof' noise reserved for head shots.

So, *4-D Boxing* then, is it worth the dosh? Well, to be honest there isn't much choice – it's just about the only boxing game you can get, after all. Luckily though, as well as being nearly unique in this respect, it's also rather skill. In fact it's very skill. I'm hovering here... do I give it the much sought after ZERO HERO award or do I give it 89? I know, I'll punch myself in the mouth – if I knock out a tooth then I'll go for the ZERO HERO. Here goes. Ooooooof! (Crunch). ZERO HERO.

HASSLE FACTOR: 1
A little bit of faffing around (especially setting up the camera angles), but it's not too bad.

THE VERDICT

G	GRAPHICS	92
S	SOUND	65
A	ADDICTIVENESS	89
E	EXECUTION	92

• 20 • 40 • 60 • 80 • 100

Create your boxers, train 'em, put 'em in ver ring, watch 'em fight and see ver replays. Vis game's got it all, know wot I mean, Harry?

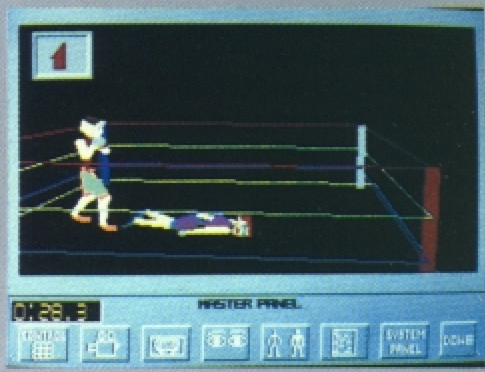
90

THE LLOYD WEBBER STORY

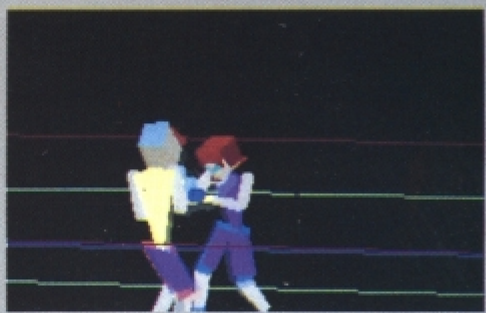
Plucky composer Andrew Lloyd Webber had always wanted to be a boxer, from the first days he could remember. Folk laughed. How they had laughed. So he started writing music instead. But his dream never faded, and, spurred on by the success of the stage musicals *Evita*, *Cats* and *Phantom Of The Opera*, Andrew was determined to prove himself in the ring. He knew he could do it. He knew he could become the greatest boxer the world had ever known. (And then he'd write a musical about it.)



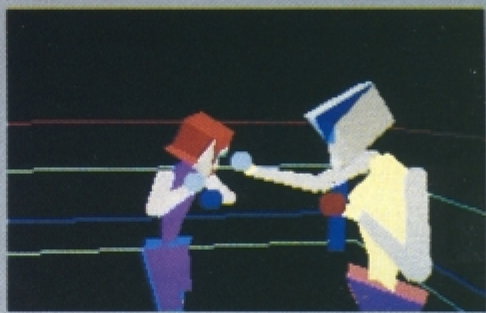
1 Andrew had always been good at skipping, ever since his days at prep school. "One two hup, three four hup," he chanted rhythmically to himself as the rope swished under his feet sending small clouds of dust into the still air of the gym. "How the small particles shine in the sunlight," he thought poofishly.



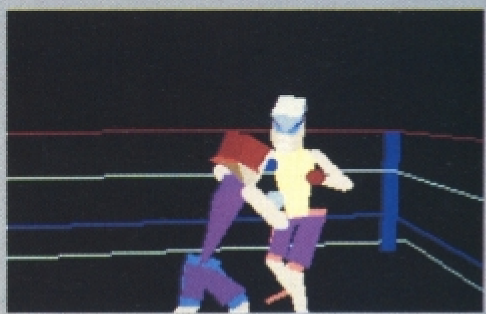
2 "Groooaaaaann," moaned Andrew, his head (and body) resting firmly on the canvas. James "Bonecrusher" Smith had downed the talented songwriter in a fraction over 28 seconds with a firm and well placed uppercut to the underside of the jaw. Andrew wasn't finished yet, though. There was another fight on the cards.



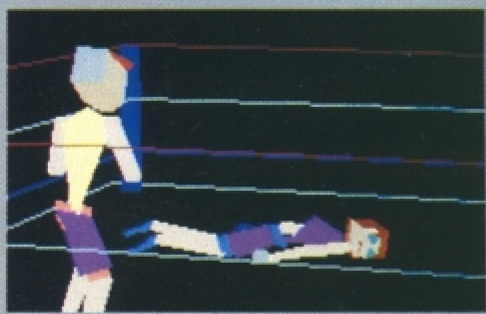
3 It was against Billy "Steam-roller" O'Donnell, a bright and upcoming young talent from Chelmsford. "You've had it you nancy, you're dead," hissed O'Donnell as their heads met in a clinch. "Don't you dare speak to me like that you ruffian," replied the diminutive tunesmith, "Don't you know who I am? I'm worth millions!"



4 The crowd got to their feet, shrieking with delight. Bonecrusher O'Donnell had drawn first blood with a tasty right/left jab combination to the eye of the gifted stavemaster. Andrew was stunned. His head was already aching from the previous fight. He had to down the brawny Londoner with his next volley.



5 But where to place the punches? O'Donnell had a cast iron defence, and there didn't seem to be a clear path through. "Would you mind moving your arms out of the way please?" asked the *Joseph's Tecnicolour Dreamcoat* composer, "I want to get a right hook in before I get tired and have to go home."

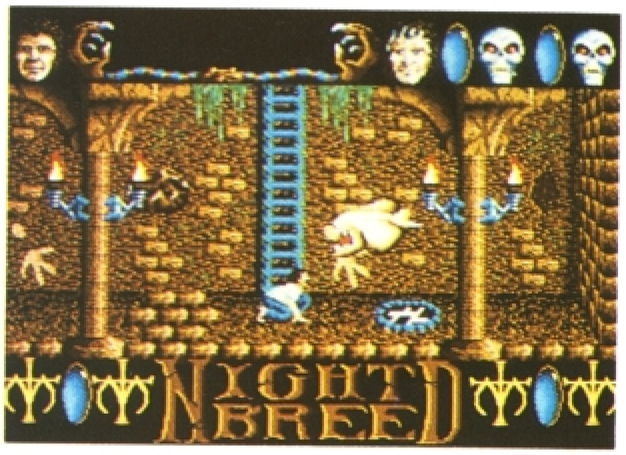


6 But Bonecrusher O'Donnell was having none of it. His left arm made a vicious arc through the air, sending his gloved fist squarely into Lloyd Webber's mouth. "One, two, three, four," cried the ref. The crowd joined in, "Five, six, seven, eight, nine, TEN!!!" Webber lay silently where he fell. Someone called for a doctor.

STOP

NIGHTBREED

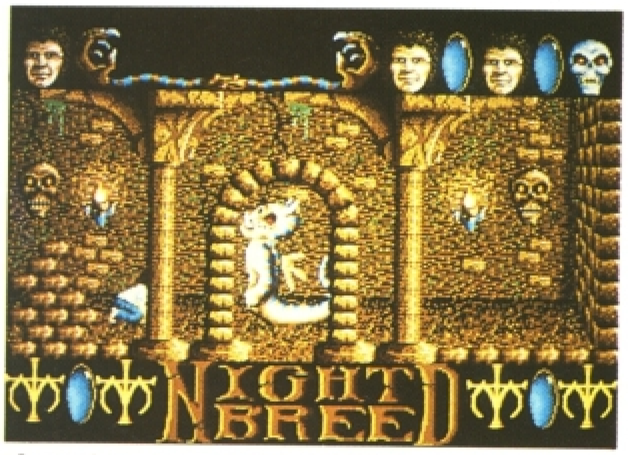
Ocean is producing three games from their *Nightbreed* film licence. Here's the first – it's the arcade game. The hero's called Boone, which sounds like Betty Boo who lives next door to *Jane Goldman* (see *Jugglers*). Er... so who better to review it?



This mutant Sunday roast would probably be delicious with gravy, mash and a couple of chipolatas, but unfortunately he is more likely to be found flying hither and yon in certain corridors, and he'll knock you over if you're in his way. The snag is he can't be killed – so you'll just have to duck.



This slow-moving chap is harmless unless he's sick over you (rather like most of the ZERO staff). He also has a nasty habit of standing in front of doorways you want to pass through. Don't bother attacking, just avoid the diced carrots and wait 'til he lumbers off.



The only way to get this belligerent blighter to budge is to fetch him a couple of swift kicks, knocking his head off. His head will then fly around, wailing insults and sapping your energy. Charming.



Show me a beat 'em up where the scenario doesn't start with one or more of your nearest and dearest being kidnapped, and I'll show you... Erm. Um... Well, you get the gist. *Nightbreed* is not only a slightly more complex beat 'em up but also boasts a much more exciting set of objectives. Perhaps this is because it's based on Clive Barker's cookin' new movie of the same name, which features baddies, monsters and spooky going-ons.

Nightbreed is the tale of Aaron Boone, a slightly unstable chap. Imagine Boone's horror when his psychiatrist informs him that he's been suffering from blackouts during which he's committed several really pavement pizza-inducing murders. Filled with remorse, Boone tries to top himself but fails. However, whilst banged up in a high security home for the barking mad, he hears about Midian – a place where monsters, bad-mash and people who are a few sandwiches short of a picnic can live in peace, all sins forgiven. Boone sets out to find Midian, and eventually discovers it conveniently located underneath a cemetary. The Nightbreed turn out to be a generally passive bunch of creatures with a few little surprises in store for Boone. Firstly, he's not the murderer he thinks he is – he's been set up by his shrink, who did the 'deeds himself! Secondly, he forms part of the legend of the Nightbreed. He is Cabal, the man who was destined to bring destruction to Midian, but also to lead the Nightbreed to their ultimate freedom.

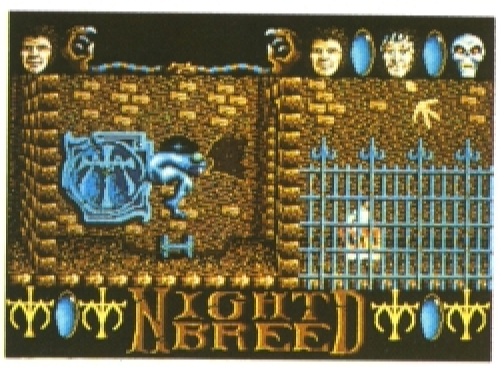
HASSLE FACTOR: 1

Three disks, with changes between levels - rather annoying if you accidentally wander back through the inter-level door you've just come through.

Jane: You, as Boone, find yourself in the graveyard, being pursued by The Sons Of The Free (an evil, heavily armed organisation led by the local rozzers, intent on the death of the 'Breed and your capture). Your shrink (now turned into his murderous alter-ego, The Mask) is intent on your death, and your girlfriend Lori, is intent on having a bit of rumpo with you (or something).

The Nightbreed are everywhere. Though generally friendly, most will block your path or knock you over. Some will playfully swipe any weapons you've collected, and many others will attack.

Action takes place on three levels – the graveyard and two levels of Midian. Each level has tons of locations, most offering multi-directional escape, and can be accessed at any stage of the game. In fact, to complete the game you'll need to go back to each several times. Be warned: going down is easy, but to get back up you'll need pass-keys. Your initial objective is to find the three keys you need to enter the chamber of Baphomet, leader of the Nightbreed, where you become a fully fledged 'Breeder. Then you must lead the rest of the 'Breed out of Midian, which the Sons of The Free have kindly set on fire. But that's not all. You also have to do battle with The Mask in order to (groan) save your girlfriend from his clutches.



The changing objectives make *Nightbreed* a compelling, rewarding game boasting fairly challenging puzzles. The graphics and sound are good, and there's plenty of atmosphere. Thanks to the variety of burly baddies and obstacles, gameplay is 'kickin'' in more ways than one! If beat 'em ups aren't your bag, *Nightbreed* won't convert you, but if they are, it's a sound investment. STOP

WHAT'S WHAT

TITLE	Nightbreed
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	November

GRAPHICS	88
ADDICTIVENESS	85
SOUND	85
EXECUTION	86
OVERALL	87


Flip-it & Magnose
EXCITEMENT ON TAP!
In FLIP-IT & MAGNOSE, two players can compete head-to-head on their mission across six action packed levels thanks to an innovative split-screen display. The question is – WHO WILL RETURN AS CHAMPION OF MARS?
Screen shots: ATARI ST version
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IMAGE WORKS
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SAINT DRAGON

After *Paul Lakin* had spent two weeks clanking round the office in a suit of armour chopping up lizards with a sword, we finally took the hint and let him review *Saint Dragon.*



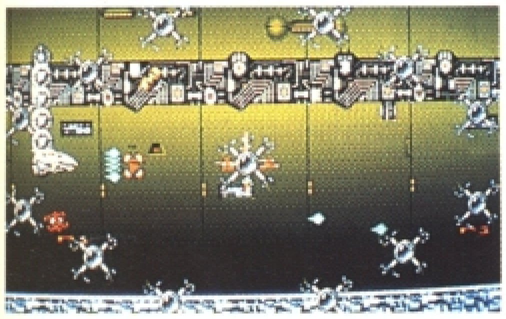
Aaatishoo! Ooops, there goes yet another acre of precious rainforest.

Traditionally dragons have had a pretty bad press. Let's face it, fat, scaley pyromaniacs do not make good fairy-tale heroes.

Recently, however, dragons have been working hard on their PR. Celebrities like Clifford have given the dragon image something of a revamp. In the far off future, where life is a computer games scenario, dragons have become such all round decent chaps that, when the Galaxy is attacked by mechanical nasties, only they stand between the nasties and Galactic domination. But by now the beasties are too nice to be tough. When *Saint Dragon* gets underway the last of the dragons has been captured by the cyborg monsters and threatened with destruction.

But a hero arises, albeit in an unlikely form: part dragon, part cyborg, all scenario. Having misread his *Mother Goose's Book Of Fairy Tales* (Vol II) the hero sets off to rescue the dragon and incinerate the girl. (Actually the last bit was a lie.)

Our hero does have one very big advantage in the form of his dragon ship. Not only capable of firing off such useful weapons as fireballs and bouncing bombs, it also has an armour-plated tail which can be used to protect the ship. In fact it's even more use than a sticky bun at a bee keepers' convention.



Anybody wanna buy a used sputnik?

WHAT'S WHAT

TITLE	Saint Dragon
PUBLISHER	Storm
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	October

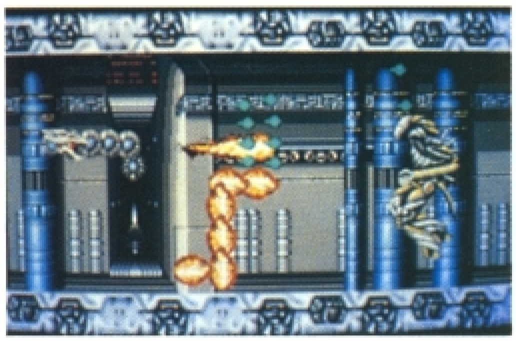
AMIGA

ZERO HERO

Paul: I remember trying to get hold of a screen shot of this game to go with a preview a few issues back. At first we could only get hold of an arcade shot. "Don't worry," said someone at the Sales Curve, "the 16-bit screens look just like the arcade game." Yes and my cat can ride a bicycle. Well it looks as if I'll have to go out and buy a very small mountain bike because the screens are every bit as good as the arcade version and so's the rest of the game.

I shouldn't have been all that surprised (about the game that is – most people would be surprised to see their moggy pedalling off to Tescos to buy the supper). After all a Jaleco arcade game converted by the team who did *Silkworm* was hardly likely to be a duffer.

Each action-packed, colourful screen is crammed with large, beautifully animated sprites. The most impressive animation is on the dragon ship itself. The ship can twist and coil its tail around its head (or cockpit) to give protection from wherever the attack is being launched. Without skilful use of this flexible appendage you'll soon fall victim to death in one of its many forms.



Fancy a burn-up on the drag-on strip?

As well as all the other *Silkworm* trademarks, (you know, things like parallax scrolling, smooth scrolling, great sound etc.) *Saint Dragon* also uses DLS (Dynamic Loading System): rather than load a whole level in one go, the game only loads the next few screens. This not only does away with long, boring loading sections but also means that more code can be used on each screen and that means more colour, more sprites and much more action.

HASSLE FACTOR: 0
Totally slick and hassle free.

Above all *Saint Dragon* is playable. Although the first level is (deliberately) fairly simple, the game gets more and more challenging and more addictive. This is one of the best shoot 'em ups of the year. Possibly *the* best.

GRAPHICS	91
ADDICTIVENESS	90
SOUND	88
EXECUTION	93
OVERALL	91

STOP

review

THE SECRET OF MONKEY ISLAND

Monkeys, they're groovy little mammals to be sure, but they have a problem. It's their bottoms, isn't it? They're disgusting. They always seem to 'hang out' like a rather unpleasantly coloured bunch of grapes. But why? *Duncan MacDonald* thought this might be *The Secret Of Monkey Island*, so we bunged a copy in the PC and told him to investigate...



Er, um, a table for, er, one please.



Lucasfilm's *The Secret Of Monkey Island* is an adventure game that requires no text input (like *Indiana Jones, Zak McKracken, Loom* etc.). It's billed as a 'comedy adventure' and is set in the golden age of piracy in the Caribbean. You play the part of a new arrival on Melée island, with no money and no belongings and more importantly no 'savvy'. You're a bit of a 17th century prat and you have to learn how to be a pirate. A good, salty sea-dog sort of a pirate. The sort of pirate who would cause havoc in an aviary (with all the parrots fighting for a place on his shoulder).

But how do you get to be this grim? Well, you could try splicing yourself to a mainbrace and knocking back copious amounts of rum, but probably the best method would be to become au fait with the control method. "But we already know how to control these Cinema-whotsit type games!" most of you will be crying. Yes. Fair enough. But there's always some dimwit at the back who doesn't know, isn't there? For him (or her), then...

Okay, the top three quarters of the screen is taken up by the location graphic – which can be a single static screen or alternatively several screens wide (it scrolls horizontally). Items in these location graphics can be interacted with (picked up, used, examined etc.) and you do this by pointing your cursor at them. The lower quarter of the screen contains verbs. So, just assume you're in a room with a closed door (and you want to open it). Click on OPEN in the verb window (it'll highlight) then move your cursor to the door. Click once. Hey Presto!

HASSLE FACTOR: 5

As many disks as an octopus has tentacles – but the accessing times aren't too long, thankfully.

WHAT'S WHAT

TITLE	The Secret Of Monkey Island
PUBLISHER	Lucasfilm/US Gold
PRICE	£29.99
FORMAT	PC/ST & Amiga
RELEASED	Out now/Early 1991

PC

Dunc: First a quick admission – I'm really crap at adventure games. The trouble is that I haven't got enough staying power, and if I get stumped by a problem then I just give up and go and watch the telly or something. I'm therefore rather pleased to announce that I haven't yet been stumped by *Monkey Island*. Okay, so I haven't been playing it very long, and the 'moment of momentous impasse' may be just around the corner – but as I said: so far so good.

Monkey Island, as billed on the blurb, is actually quite amusing (which is surprising seeing as it's an American game). Yes, I actually laughed out loud twice and had a sort of daft half-baked grin on my face for the rest of the time. The first location you get to is a tavern which is chock full of real pirates who give you quite a lot of useful information if tackled correctly (i.e by 'skilfully' clicking on the TALK TO icon). From this location you branch off and travel around the town and interact with – well, there's no point telling you exactly what happens, is there? After all, the whole point of these games is that you don't know what's going on and have to try to find it all out for yourself.



These outside toilets are the biz. I'll be 'pirate-ish' and push in the queue!

What I will say is that the graphics are a treat (much in the same vein as *Loom*, but with bigger, more detailed sprites) and the game is slick and absolutely massive – eight disks! But most importantly (for me, anyway) the difficulty level has been set just right. It's possible that hardened adventurers may steam right through without even taking a breath (they'll love the graphics as they go), but for me, a novice, it's brill. At last an adventure game that's enjoyable rather than frustrating.

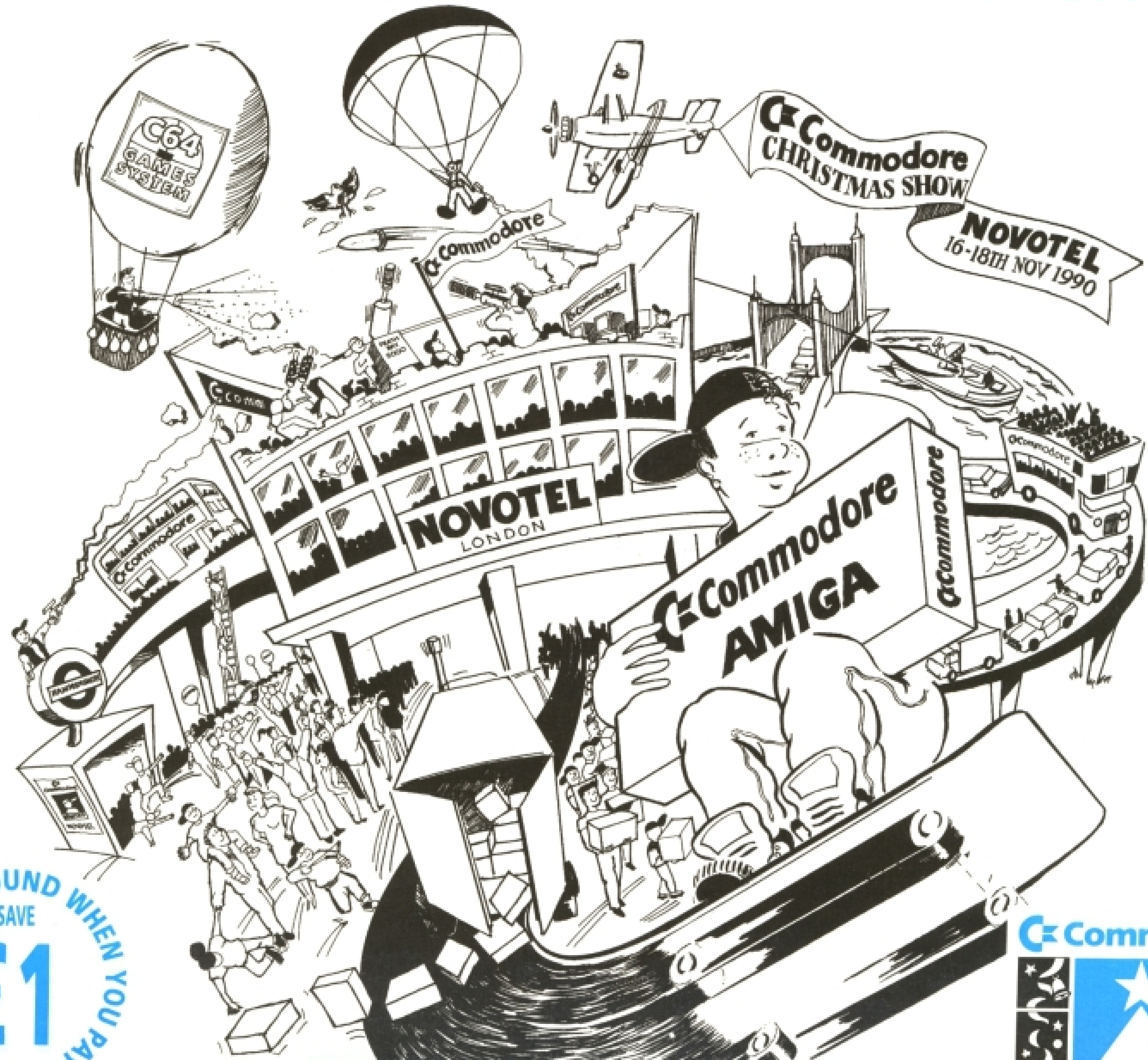
STOP

GRAPHICS 89	ADDICTIVENESS 86	OVERALL 84
SOUND 65	EXECUTION 89	

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COTTAGE



You've heard of all those kids who, in between doing their GCSE's and discovering what tonsil-hockey is, are churning out hit dance records from their bedroom 'studios'. But don't be impressed by the age of these young MCs. Dance music is simple – anybody can do it, says *DJ MCandski*. Rave on.

Everybody's into dance music these days. Those flared checked-shirt crew-cuts you see in the street – they're getting down. The ZERO team, those handsome derelicts – they love it. Even soggy old Radio 1 DJs are saying things like "Wow, that track was rad" and "My skateboard has plastic wheels". The best thing about modern dance music is that it is simple. Anybody can do it. Even the most talentless bunch of dead heads (Candy Flip for example) – and you can too. And I'm going to show you how...

To avoid being patronising ('patronising' means to behave in a condescending manner) in this article, I am assuming you know a bit about the subject matter. I'm assuming you know how to spell 'musik' and that you realise that 'notes' aren't necessarily the things you leave out for the milkman. As for equipment, you'll need a nice sound box (either a keyboard or an internal sounds manager like Sonix or Soundtracker), a good ear (preferably situated on one side of your head) and a sense of rhythm (if you are James Brown you will already have this).

Now you've got the equipment, you've cleaned your ears and you're clicking your fingers like a red-hot mutha, where do you start?

If you're striving to be a real DJ, you will first have to listen to other peoples records, and then nick all the basslines, drumbeats, riffs and samples from them. If you're craving to be original then you're best advised to start on the rhythm section.

BASSLINE

The rhythm section is basically the bass and the drums. These form the root of most songs, filling dance floors and making people gyrate. For this reason they must be 'catchy'. If a bassline is catchy it will stand alone, without any accompaniment. For catchyness check out (note the use of trendy dance slang there) S'Express's *Theme* or Bomb The Bass's *Beat Dis*. In Figure 1 is the two bar bassline I'll be using for this demo. It's a rough approximation of the throbbing part from The Stone Roses's *Fools' Gold* ditty. It pulsates along at a fair old pace, using a variety of notes. It also sounds good which is always a good sign.

DRUMS

Drums are fairly standardized in dance tracks these days. The beat stays basically the same, it's just the sounds that vary. The vogue these days is the 'breakbeat'. It seems a bit pretentious to go around saying "Oh yah, we use breakbeats on this one", but what it boils down to is a relentless bass/snare combination, which fills up practically every beat of the bar. Figure 2 shows a breakbeat. The bassdrum is generally very pronounced and deep, and the snare, by contrast, is very hard and tinny. And it sounds dead funky.

The drumbeat comes hand in hand with the bassline. This means that the bassdrum beats normally have to coincide with notes on the bassline. They don't have to, of course, but it sounds a lot smoother if you do. If you can have it out of time and still sounding good then... well, then you're a bit of a cocky git, aren't you?

On its own, the drumbeat can sound energetic but a little empty and hollow. You can fill the gaps with hihats. Closed hihats fill in as background, while open hihats accentuate a beat (see figure 3). If you're an arch clever git (and you've got the right sound) you can have a tambourine rattling away above the hihats as well.

PIANO

Right now, we've got the bassline and drums in place. If you're working with internal sounds you might like to loop the bars to get an idea of the rhythm. If you've got a keyboard play the bassline over and over again for the same effect. Sounds a bit boring and samey after a while doesn't it? It's called 'the Technotronic effect'. To spice up the toon somewhat we have to add something. And that something is the Italian House piano.

All self respecting groovy tunes have a sprinkling of IHP on them. Black Box started it all with *Ride On Time* and nowadays it's caught on everywhere.

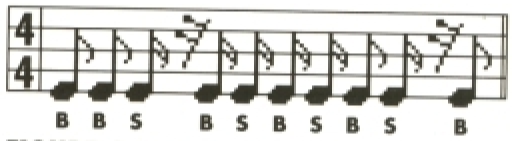


FIGURE 2: BREAKBEAT
If the snare sounds crap, trying shortening the length of the sound and putting a rest in to make up for lost space. Make the bassdrum sound so heavy it makes your intestines pulsate.
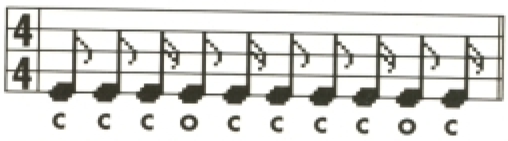


FIGURE 3: HIHATS
If you don't have an open hihat sound, one that goes 'tssssst' instead of just 'tst', trying lengthening the close hihat sound or putting it up two or three notes.

REQUIREMENTS

AMIGA: An internal sounds manager, preferably either SoundTracker or Sonix. A disk of decent sounds.

ST: An internal sounds manager (if you find a decent one). Otherwise a sequencer and a synthesizer. (N.B. the last two are expensive.)

PC: A new computer.

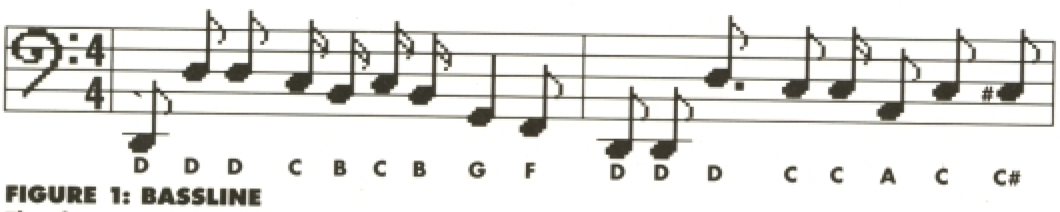


FIGURE 1: BASSLINE
The deeper sounding the better. If your output is through a ghetto blaster or a hi-fi, hump the bass up. To check whether a bass is 'throbbing' or not, simply sit on the speakers while it's playing – but beware of the 'bass enema effect'!

MUSIC

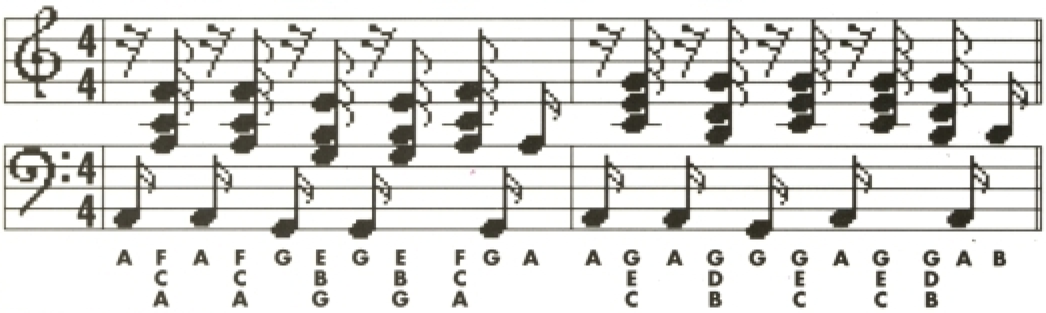


FIGURE 4: PIANO
If you don't have a piano or similar sound, then try an organ (they're quite trendy these days) or a synthy sound (they are too). If your name's Les Dawson forget it.

(See figure 4 for my piano riff.) If you don't have piano sounds with your equipment just find a bright, percussive instrument or a bass sound two octaves higher than normal.

OPTIMISE

Of course now you are a dance DJ you will have to start wearing a floppy hooded top and cut your hair into a 'bob' (see *People Desperate To Be Fashionable*, page 95) but before that you should optimise your music. As you can see from the music staves on this page there are six staves. The Amiga has only four channel sound, and unless you've got a polyphonic, multi-timbral synth attached to your ST, you have a bit of a problem on your hands.

Bearing in mind that the essentials are bass, drums and piano, it won't be too difficult to optimize (i.e. squeeze) the track you have produced.

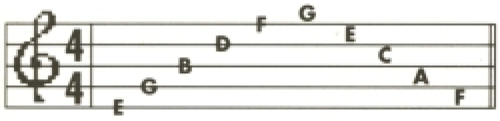


FIGURE 5: THE STAVE
This is the stave, the house where all the notes live. There's Mr. Crotchet, Mr. Quaver and Mrs Minim *(Don't patronise! Ed.)* Okay, here's the basis of all music – the stave. There are, as you can see above, two types of note – line and space notes. The line notes are easily remembered with this rhyme: Elephants (have) Great Big Dirty Feet, or 'Ere Give Back Duncan's Femur. Similarly the space notes are memorable with this catchy little rhyme: Futuristic Amphibious Corporate Extrapolatory Greetings. Of course you could just say FAC-EG (but not in front of your mum).

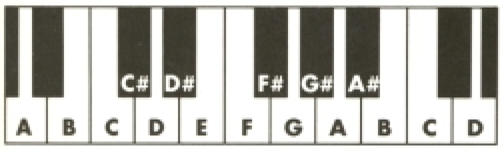


FIGURE 6: THE KEYBOARD
If a stave is just too complex for you then, try visualising the notes as piano keys. The keyboard uses a more obvious progressive notation and you need not bother too much with the sharps and flats because this piece is written in the key of 'C'.

Put the bass on channel one and the drums on channel two. You'll have to forfeit the whole hihat structure for a free channel three, unless you have any gaps or rests in your drum pattern. These are the best place to slip in a quick open hihat or tambourine shake.

The piano is a bit trickier to edit but luckily I used a simple chord structure in the riff. This means by cutting one of the notes in the chord (usually the bottom root note) you make the piano sound palatable – and fit it all on two channels.

VARIATION



Now you've programmed in all the parts, optimized them, played them to all your friends TWENTY times VERY LOUD, you might be wondering what to do with your hit record. A bit of variety and a few 'breaks' wouldn't be out of the question. Try cutting the snare drum while playing just the bass and piano together; or you could suddenly use a new bassline and instrumentation, add an organ sound or something instead of the piano.

If you can do all that and make it into a complete track under two minutes long, using the music here as a basis, then we want to hear it. The best – judged by our resident ZERO DJs – will be granted a fabulously large amount of software, both musical, artistical and pleasurable. So borrow your mate's four track, lift a mixer from somewhere, build a multi-timbral synth, then record your track onto a tape, and send it with the form below to **Acid Pop Loco Dance Woo Yeah Alright Dig it Hip Hop Thang Compo, ZERO, 14 Rathbone Place, London, W1P 1DE.** Yo! Git down, Mr Brown.

YO! JARGON!



Now you are a street-tuff DJ you'll need to keep up with all the raddest words and def-est monosyllables. Here's a brief dictionary of the most common.

Get down! Not an exclamation to warn someone of impending gunshots but simply a refrain to usher young people onto the dance floor. James Brown said it first (but he didn't say it to his wife when he playfully tried to shoot her).

MC Stands for 'Master of Ceremonies' or 'Mic Controller'. A bit on the pretentious side.

Posse Group of fellow hip hop MCs.

Yo! An expression or greeting, especially on the telephone. Rad DJ's use this word on meeting their 'posse'.

Wiiiiicked! Very good and fashionable. Not to be confused with 'wicked' as in rather evil and malevolent i.e. Satan is 'wicked' but not 'wiiiiiicked' (unless he's wearing Reeboks).

STOP

ZEROVISION SONG CONTEST

NAME: DJ ____________________

POSSE ADDRESS ____________________

____

POSSE CODE ____________________

Programmed on an Amiga/ST*

The software and equipment used was

____

____

I like to call my track ____________________

____

I fancy *Betty Boo* ☐ a little ☐ a lot ☐ look I'm dribbling on the page

*Delete as applicable

INDY 500



THOUGHT PROCESS: Driving game + 'witty' writer = awful puns. Cor, *Indianapolis* has been on the tracks for a while. On the PC we lapped it up, playing it 400 times per hour. We wondering if we could really get tyred and exhausted of it? Now it's pulled into the pits and changed formats. Nigel Mansell is still crap at driving and *David McCandless* is still crap at intros.



Vroom vrooooom, neeeoowww, screeeeeeek, neeear, neeear, vroooooooooo...



Rrrrrrrr... skronk... graaunch... uuuurrrrggh... "Son of a @!£?$"...



Screeee... kapoooww... cronnnnk... "Get out of the..." Splaaaanggg...

WHAT'S WHAT

TITLE	Indianapolis 500
PUBLISHER	Electronic Arts
PRICE	£24.95
FORMAT	Amiga/PC
RELEASED	Out now

At last, everyone's favourite game has finally made it on everyone's favourite computer. Yes, it's *Nude Yoga Simulator* on the Spectrum. No, I lied, it's actually *Indy 500* on the Amiga. It definitely was a big hit on the office PC. By the time everyone got bored of it, the joystick was a smouldering tendril of plastic, the keyboard was a molten pool of letters, and the screen had gone bright red from being sweared at so often.

"So how does it compare to the PC version?" you ask, "which was," you recline on the sofa and take a long, sexy drag on your cigarette, "the bee's knees when it came to race 'em ups." Well, I reply, gliding slowly over the settee to slide into the seat next to you, it compares – I lick my lips – *favourably*. It's very, very... nice. It's not quite as *smooth*, it's a little... *jerky* here and there. But on the whole, it – I lick my lips again – *performs* just as well."

All the features of the original – the instant replay angles (1 Meg only), the indestructability mode, ability to go backwards and destroy all your fellow racers – are here, and all on one disk to boot (geddit), so there's far less hassly disk swopping. One added extra the PC lacked is sound. Instead of the usual IBM sound chip labouring to spit out a car sound, *Indy Amiga* has sampled vrooms, sampled squeals and sampled tinkling wreckage sounds when you collide with the spectators at Mach 3. It makes a surprising amount of difference. For instance, you can now actually hear cars approaching from behind. The high-pitched shrieks and climb-downs of gear changes enable you to be more 'in tune' and 'as one' with your engine. And as for the exhilaration factor well...

The way of measuring the exhilaration of a race game is by observing the following factors: a) the amount of head tilting and dodging in front of the monitor; b) the collective number of swear words ejaculated during play; c) the number of times the phrase "Son of a @*!t. The git went into the back of me. Just look at this replay!" is exclaimed; d) the number of hours after playing the game that the subject is still shaking and making "neeeeowwww" and "vroom vroooooom" noises.

HASSLE FACTOR: 0
No probs, plane sailing, er, car driving.

If we were to measure the game by these factors, *Indianapolis 500* would score: a) 90; b) 4567.5; c) 1; and d) 36. But as it is we have to rely on the good old fashioned ZERO panel, which reads as follows:

STOP

GRAPHICS	90	ADDICTIVENESS	92
SOUND	95	EXECUTION	90

OVERALL 92



TORVAK
THE WARRIOR
EVIL LINGERS ALL AROUND...
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DOSH EATERS

Hurrah! It's the return of Dosh Eaters – the ZERO arcade reviews featuring the latest machines from the Electrocoin arcade. *David 'Fingers' MacCandless* did a quick 'bank job' and armed with several hundred ten pees went to check things out.

MERCS

Capcom/50p a go

Not 'Mercs' as in big prestige German cars, but 'Mercs' as in big bronzed, muscled mutha-ninja soldiers of fortune. The A-Team were a tough bunch of mercenaries, but the 'Mercs' in this game could peel the A-team like potatoes and eat them with legumes. Our 'Mercs' make the Wild Geese look like a flock of tamed hummingbirds. They are tough.

Mind you, if you just take one look at the 'Mercs' landscape you'll see why they have to be so brawny. It's a holocaust basically. A tortured, chewed up wreck of a countryside, full of bomb craters, trenches, broken walls, broken cliffs, rope bridges, canyons, big holes, abysses, huts – all shattered and blasted by warfare and bad personal hygiene.

Your job is to shatter and blast it a bit more, hopefully catching a few enemy troops and tanks along the way. You have a bog-standard rifle to start off with (quelle surprise), but as you sprint around the massive playing area, you find power-ups and an amazing invention simply called an 'M'. Use the 'M' and the biggest explosion in the universe detonates on screen, annihilating everything. Suffice to say you have only one of these and they really need to be conserved under the pressure of the furious gameplay. The action doesn't stop. The screen – seen from above and at an *Ikari Warriors III* angle – scrolls in every direction like a toboggan with the handbrake on *(Eh? Ed)*, while baddies swamp the place. If you're clever you can blast the occupants of a jeep and take it over. Then it might give you an advantage against the massive flame-throwing jet that is the icing on the cake (as it were). Fast and vicious state-of-the-art fun.



The opening sequence and you and your chum (s) are dropped of by this Black Hawk. Er... those guys are the crew... you lot seem a tad reluctant to leave. Blimmin' shandy drinkers!



Cop this for some really frantic gun-toting action!!! Our hero – firing from the hip – meets heavy metal in *Mercs*! Oh, and I wonder what's in that box? Let's smash it and see!



Ever the eternal optimist, our Merc chum tries to down a Harrier with a hand grenade! Ooh look it's worked!

THE SCORE

Better just refresh your memory about how we score here at Dosh Eater City. You'll be pleased to hear, that we keep it all rather simple. The overall mark is out of five 'Space Invaders' and represents our general response (rather than a specific rating of graphics or technical accomplishment). Hmm, let's see if I can make it a little easier for you: Five Invaders is a mega game, and one is, erm... a bit of a duffer.

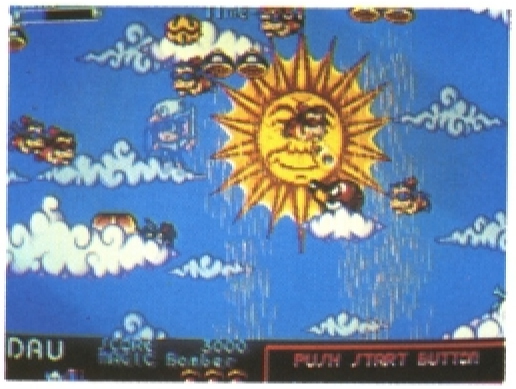
MEGA TWINS

Capcom/50p a go

If you're the kind of person who finds cutesy-wootsey, pastel coloured slushy-schloppy games like *Bubble Bobble* and *New Zealand Story* unbearably sickening then equip thyself with a sick bag before playing *Mega twins*. If you like schloppy games then bring a sickbag anyway, since *Mega twins* is the schlickiest schloppiest schlackiest wootsey I've schlipped in my entire splap. *(Whaaat? Ed.)*

It concerns the antics of two cute fluffy bubbly-bobbly type characters. They have to cross a magical realm to rescue their girl-fluffs who have been abducted by the token evil-cackly beasty (weasty). The intro harks on about Courage... Purity... Strength... but what the game boils down to is a huge great platform beat 'em up with blood replaced by 'rainbow juice' and gory bodyparts by 'iccky bits'.

The magical realm is chock a block full of colourful caverns, glowing waterfalls, hillocks, little houses, clouds and stars. *(Iamgonabesick! Ed.)* The enemies are little spiky creature things, who throw knives and fireballs around. At the end of the level there's a massive fluffy monster to fight. Dispatching this or rather 'sending the naughty thing to night-night world' paves the way for entry into the next realm, conveniently based on the four main elements: earth, wind, fire and sick.



Ahhh... oostsie wootsie woogie woo!



Kids so gooey you'll huey (bleurgh).

LIQUID KIDS

Taito/50p a go

Sickbags at the ready guys! It's cutesy woopsie polka-dot fluffy teddy game time again. As if the world wasn't cute enough already with games like *Rainbow Islands* and *Flood* now we have to suffer more primary colours and hummable tunes with *Liquid Kids*. In fact it's a cross between its two prequels, just as the central character Hippopo is a bizarre hybrid between a hippo and a puppy (oo-bloody-er). The idea is simple: rescue Hippopo's girlfriend by traversing the mystic country, picking up 'munch munches', and zapping the 'naughties' with your water globules. Apart from the subversive 'spitting' imagery, a top little game. Expect it on your computer screen soon.

VAPOUR TRAIL

DataEast/50p a go

You don't have to see the *Top Gun*-like opening sequence to guess what you'll be piloting in this game. That's right – it's a plane. Not just *a* plane, but *some* planes – a selection of Stealth Fighter Yankie Wonder Machines in fact (guaranteed to overthrow a Middle Eastern dictator or your money back). Aside from the choice of three planes, it's the usual view-from-above downward, scrolling shoot 'em up. Not particularly original but very fast and fairly exhilarating.



Whoosh... it's those magnificent yanks causing trouble again.

DARK SEAL

DataEast/50p a go

Not 'seal' as in fat blubbery thing you find on beaches, but 'seal' as in mystic globule of melted wax on magical spell book. Sorcery abounds in this DataEast newie. Set around a medieval castle and its environs, *Dark Seal* looks and plays like an isometric version of *Gauntlet*.

But where *Gauntlet* was fun and comic-book style, *Dark Seal* is doomy, and gloomy and er, roomy. There are corridors and ramparts, balconies and caverns, keeps and butresses, all splayed out at that natty 3D angle that made games like *Fairlight* so famous.

You have a choice of four wizards to play. Each one has a slight advantage on the others: one is faster, one shoots better, one is stronger etc. Each one, in true mage style, shoots swathes of flame from their fingertips. Quite a deterrent, I'd say, to any marauding monster. Well, it would be if you could get the angle right. The only thing the creatures die of is laughter, when they see how hilariously off target your shot was. That 'natty 3D angle' may look nice, but boy is it a pain in the glands when you need to shoot something. Luckily you have your spellbook to fall back on. It contains limited spells, which act like power-ups, and provide on the spot relief for those hard-to-reach monsters.



Would you roam these ramparts?

Monsters are quite horrific, actually. Lots of rotting zombies, clattering skeletons, demons, vicious mushrooms, harpies, and a totalitarian dragon who awaits you at the end of the level. They prowl about the levels, very convincingly leaving their body parts behind.

The spellbook adds a new dimension to what would have been a fairly average game. You have the usual (lightning bolts, etc) but also some transmogrification spells. The one I had turned my sorceress into a gorgon, and I went around turning everything to stone. You should have seen the monsters – they were petrified! Hah! *(Groan. Ed.)*



IT'S BREEDING BRILLIANT TOO!



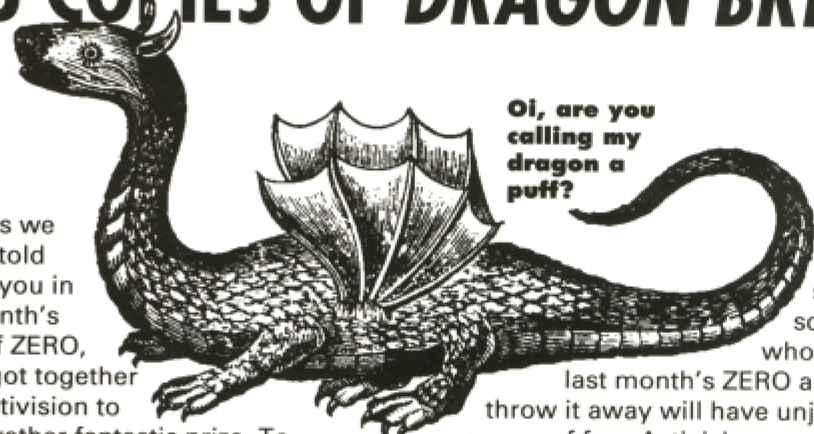






WIN WIN WIN!

YOUR OWN ARCADE MACHINE! 15 COPIES OF *DRAGON BREED!*



Oi, are you calling my dragon a puff?

As we told you in last month's issue of ZERO, we've got together with Activision to offer a rather fantastic prize. To celebrate their conversion of the arcade smash *Dragon Breed,* Activision are giving away a *Dragon Breed* arcade machine. At last the chance to shut yourself in a cabinet and make woosh woosh noises without having to pay for it. For runners-up there are copies of the16-bit conversion.

PICTURE THIS

The first part of this competition was printed in last month's issue. So if you didn't buy a copy then you'd better nip out pretty flippin' quick and beg, steal or borrow one off one of your more tuned-in friends. All those style conscious fiends who did buy last month's ZERO and didn't throw it away will have unjumbled the names of four Activision games. These should be filled in on last month's coupon. Left are screen shots of the four games. On this month's coupon you must write the name of each game by the number of the screenshot. Then send both coupons to **These Compos Are Dragon On A Bit, ZERO Compos, Dennis Publishing Ltd., P.O. Box 1EA, London W1A 1EA.**

RULES

Employees of Activision or Dennis Publishing caught entering will be kicked in the anagrams.
Any entries received after 31st October 1990 will be out of the picture. Hah!
The Editor's decision is final, so no flaming arguments.

COUPON PART 2

My eyes are wise so I know the names of the games are:

1 ______________________

2 ______________________

3 ______________________

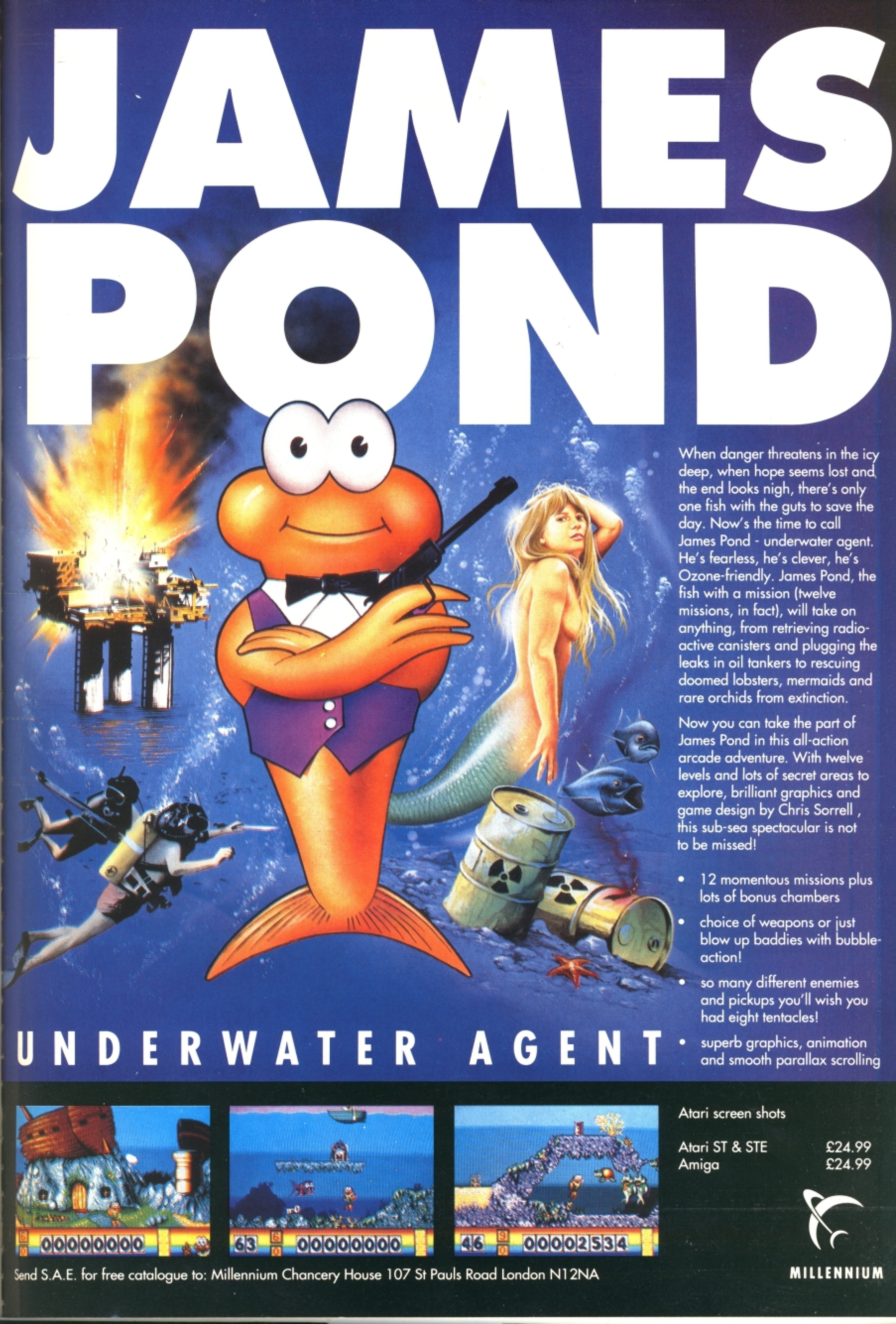
4 ______________________

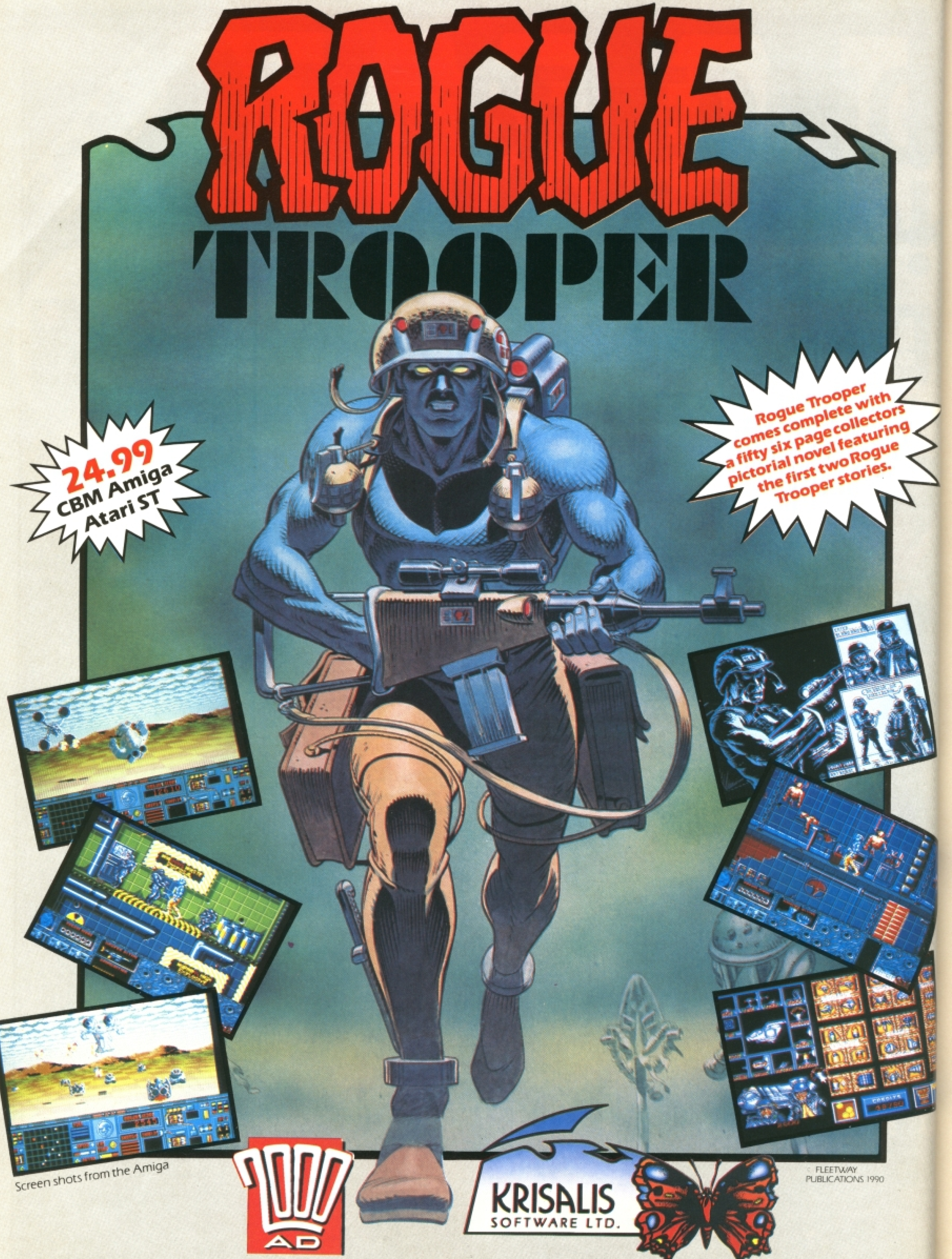
Name ______________________

Address ______________________

Post Code ______________________

I own an ST ○ Amiga ○ PC(3 1/2) ○ PC(5 1/4) ○ The Duchy of Cornwall ○


JAMES POND
When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radio-active canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.
Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell, this sub-sea spectacular is not to be missed!
• 12 momentous missions plus lots of bonus chambers
• choice of weapons or just blow up baddies with bubble-action!
• so many different enemies and pickups you'll wish you had eight tentacles!
• superb graphics, animation and smooth parallax scrolling
UNDERWATER AGENT
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MILLENNIUM
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Screen shots from the Amiga

The war on Nu-Earth continues, The Southers have created a genetically engineered fighting force, The Genetic Infantry. On their first mission, all but one of the G.I's are wiped out. The location of the drop zone was given to the Norts, they were betrayed by one of their own Souther Generals. The surviving G.I. rescues three of his buddies bio chips which are attached to and become part of his weaponry. Our G.I. turns ROGUE and has to fight both Southers and Norts in his quest to find and kill the traitor general.

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.

LETTERS

On 15 December 1986 the Post Office dealt with 120 million letters and parcels. These aren't any of them. Spook!

GIRLS JUST WANT...

I'm writing in a mixture (a rather messy cake mixture if you must know) of emotions. On the one hand I'm angry that when you show screenshots from various games you very rarely put which format the game is from. On the other hand I'm absolutely B(very unladylike word)y furious that there are so few letters printed in your mag (which is otherwise rather nifty) from women. I realise that there are fewer female computer enthusiasts but really! You would have thought that a few more would have made the effort!!

I suppose I had better sign off now. Oh! One more small piece of advice... go with what Patrick Thompson says, lay off Alison Holloway. You should spend more time concentrating on the inexcusable stupidity, condescension and general thickness of Annie St John. (If that's how it's spelt. To be quite honest I couldn't be naffed to look it up.)

Jo 'Wicked Witch Of The West' Pender, Bristol, Avon.

On the one hand we can't print letters we don't receive and on the other hand I've got a very nice gold ring with an engraving of Julio Iglesias on it. As for Annie St John... who she? **Ed.**

GERRARD CROSS

I wanna ask some questions.

1. Why isn't your adventure strip in colour? Surely the bearded one deserves it. It's not too much to ask.
2. Why hasn't the adventure section got any colour screenshots? It's a bit dull without them. Even the magazine I used to read had them – and that was crap.

Please consider these suggestions, I know the other readers would agree.

Stephen Pick, Hillingdon, Middx.

Unfortunately we can't afford to print the whole magazine in colour so someone has to lose out. Since the Adventure *section is more text heavy than other sections of the magazine (and because black and white pictures – like beards – are an excellent way of hiding spots), Adventures gets the vote.* **Ed.**

DIAMOND GEEZER

Can you tell me why some 'poncy' geezer called 'Ludwig (?!!!?) Ledbury' got three crap letters in your September issue? He got *two* on the Letters Page and one in *Black Shape.* I have been scribbling for yonks wasting many a postage stamp and my hand. Your mag is usually a right rivetting read but can't you share readers pages out fairly amongst us faithful buyers?

Yours (Up Ludwig's) Tim Cole, Solihull, West Midlands.

Well spotted – young Ledbury sends us about twelve letters a day. We can't fit all of them in the bin so we have to print the leftovers. **Ed.**

PAUL'S DIC

Right guys! Here's the crucial guide to help you really understand what's behind the computer speak, be it from wrinkly Ron next door or the giant software houses, read it and you'll never be taken for a gullible fool again.

Software for sale – 'I am a pirate'.
ZX81 software for sale – 'I am a pirate deluding myself'.
We've still got to sort out some bugs – 'The game locks up after 5 seconds'.
Keyboard only – 'It's virtually unplayable'.
Paddle only – 'It's completely unplayable'.
It features aliens – 'It's a shoot 'em up'.
It features elves – 'It's an adventure'.
We're having some teething problems – 'The programmers have left'.
It's 100 per cent copy proof – 'Use workbench'.
We've finally got rid of all the bugs – 'It won't load'.

Paul Bennet, Cotgrave, Notts.

Here's another definition: All letters printed will receive a prize – 'We'll probably lose your letter and use the envelope as scrap paper'. **Ed.**

KOP THIS

As I was browsing over the news-stand I noticed a small magazine called ZERO. *(What d'ya mean, 'small'? Ed.)* I have not seen this one before, I thought as I picked it up. One pound fiftiesville, this is cheap! It's very heavy!

I arrived home and opened your magazine with an immediate response, brilliant! A young *(I like this letter more and more. Dep Ed.)* crew of reviewers with a sense of humour, out to give its readers excitement and reliable news, lots and lots of pages filled with everything I could wish for from a magazine. All these points and much more make your magazine "IN EFFECT!"

Sunday afternoons will never be the same.

Kevin Keegan, Garston, Liverpool.

I expect your Saturday afternoons are pretty different too now that your footballing days are over... sorry, but you did ask for it. **Ed.**

MASONETTE

The other day I went to see *Dick Tracy* with Warren Beatty and Madonna. I thought it was rubbish, but they quite enjoyed it.

Justin Mason, Ryde, Isle Of Wight.

There's nothing like an old joke and...that was nothing like an old joke. **Ed.**

MAC IN THE SAC

I was recently flicking through the paper when I came across this nerve shattering headline (enclosed). It reads: WINGS STAR TRIED TO KILL MACCA IN BED!

Is it true? Is David McCandless (my favourite critic) recovering in hospital at this very moment? Please tell me or I shall become a nervous wreck.

Martin Tomkinson, Newcastle, Staffs.

As everyone knows, Macca was killed in a mysterious accident in 1977 and replaced by a cybernetic replica which can do everything the original could except swim the channel. **Ed.**

ON THE RAMPAGE

I bought issue 11 - although I already have *Wicked* – as I think the mag is great. Issue ten said that *Rampage* and *Time Machine* would be on the cover disk. *Time Machine* was there but *Rampage* was swopped for *Wicked.* Poor Saint 'n' Greavesie, what happened?

Wayne Hurdman, Tamworth, Staffs.

Well, what can we say except soz? When issue eleven was written we were intending to put Rampage *on the cover disk. Unfortunately, by the time problems arose, the magazine had already gone to press. Still, most people preferred* Wicked *anyway.* **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE. Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

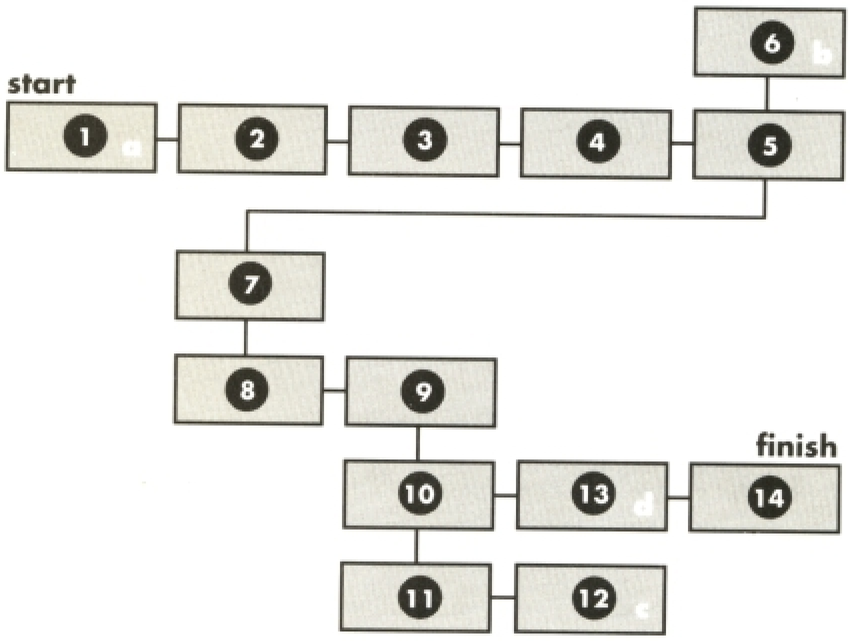
CRYSTAL TIPS*

*AND ALISTAIR

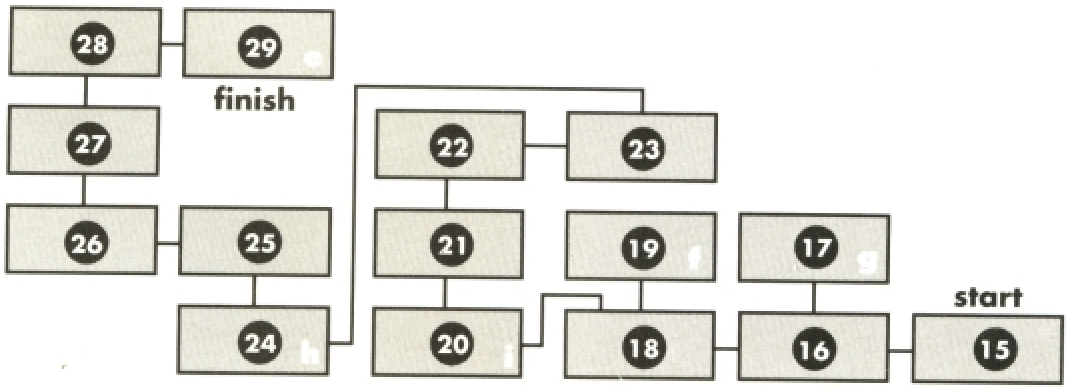
***Rich Pelley* is here to help you finish off *Last Ninja 2* – provided he can muster the strength to open a can of Waitrose Economy Label shandy...**

LAST N

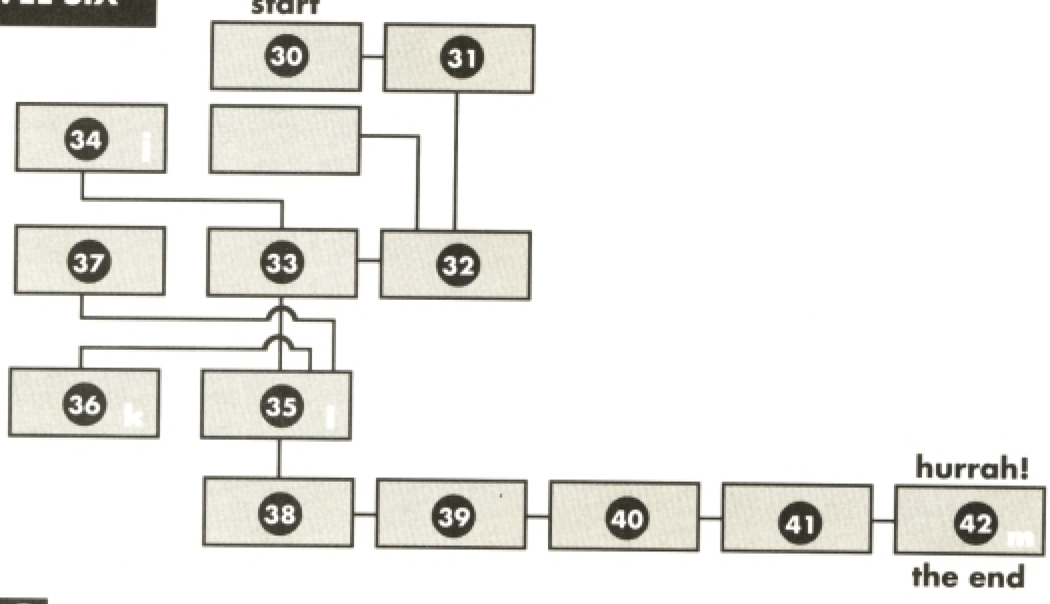
LEVEL FOUR



LEVEL FIVE



LEVEL SIX



KEY

- a Plate
- b Access card
- c Drugs
- d Panther
- e Helicopter
- f Shuriken
- g Terminal
- h Fan
- i Secret passage
- j Stick
- k Control
- l Plant
- m Orb

WARNING – Do not attempt to use this solution unless you want to... erm, complete the game.

NINJA 2

ZERO MAP

LEVEL FOUR

From level three, you've just arrived in the basement of the skyscraper (1). Exit the first screen up-right through the boxes, dodge the man (you haven't a hope of killing him, especially if you're crap) and climb the ladder in 2. Exit down-left back to 1, fight the man on the catwalk, pick up the ACCESS CARD and walk on around the catwalk through 3 and 4 until you reach the door in 5. Walk through the door and into the kitchen (6) – pick up the PLATE and leave before the drunk on the floor wakes up.

Go back along the catwalk and down the ladder in 2. Follow underneath the catwalk to the door, timing your crossing of the railway properly – it could hurt otherwise – and exit the screen with the door in it down-left to 7. Jump over the rails (they're electrified – shocking, ha ha!) and pick up the hot dog. Exit down-right to 9, then down-left and...

You're in a laboratory (10). Nice graphics, eh? Exit down-left to 11, avoid the man and exit down-right to 12. Select the plate and – having killed the man – pick up the POLYTHENE BAG (this contains the DRUGS) and go back to the laboratory. Exit down-right to 13.

Yes, that huge grey thing is a panther. It could probably eat two dozen ninjas for breakfast. You'll just have to fix it so he doesn't, won't you? Hmm.

Walk about half way towards the PANTHER. Select the plate and pick up. If nothing happens, take another step and pick up again. Keep doing this till the panther moves forward. Good. He's now in the land of Nod. And guess what he's dreaming about? Pink panthers (ho ho).

Exit up-right to 14 – he can't bite you now. Kill the bloke and select the card. Walk to the control panel, pick up, and enter lift for a high speed journey to...

LEVEL FIVE

Hmm. I think I'll hire a National Trust Guide to take us round...

"Welcome to the offices, ladies and gentlemen. If someone would just remove that thug? Thank you. Just follow me out of the room (to 16)...

"On your right, through that door please (to 17). If you remove this nasty little man and pick up at the flashing TERMINAL, you'll get a CODE NUMBER. Note it down, please, you'll need it later. If you'd all follow me back out the way we came, you'll reach the hall again (16). We'll now go up-left (to 18) and through the right hand door (to 19)...

"In this room there is – apart from the homicidal maniac – rumoured to be a secret cache of SHURIKEN. Out, please, everybody (back to 18), and through the other door to 20.

"We're now in the manager's office. This building is riddled with thugs, isn't it? Right, could somebody just pick up behind the leftmost typewriter to open the secret passage (to 21)? Thank you.

"Yeurk! Up the ladder (to 22) quickly!

"Eek! Through the door (to 23) quickly, please. No dawdling!

"Ah, another nasty fellow. If you'll just follow me through this door (to 24), you'll find a giant fan. Could you jump in front of it and throw shuriken at it until it stops? Thank you. Just pick up that grate please, and we'll be on our way (to 25)...

"And here we are on the outside of the building. There are approximately 65 floors and so it's a long way down. Don't fall off, please, I'm not insured. If we just make our way up onto the roof (through 26, 27 and 28), we'll find Kuntoki trying to make his escape in a helicopter. Catch him, somebody... pick up the ladder!" Oops, I missed and I'm plummeting to certain doom. Oops. (Splat!)

LEVEL SIX

Phew. Level six. Are you asleep yet readers? Drop from the helichopper onto the landing pad (30) and walk along the roof to the next room (31). Kill the guy here and walk down the skylight backwards to fall inside to 32. Ignore the first door and exit down-left to 33. Go through the next door to 34 and pick up the rope. Walk down the stairs in 33 to 35 and enter the middle door to 36. Switch off the alarm by picking up at the control panel thingy. Exit back to 35 and go through the end door to 37. Pick up the hamburger and exit again. Go through the door behind the plant to 38.

Having fun? I'm not. Anyway, we're almost there now so let's clobber the thug and walk into the next room (40). Open the right hand door on the boiler and then the left hand door. Go through the door to 41 and keep going until you reach the star in 42. Pick up at the PICTURE and a SAFE will be revealed. Pick up again and enter the code from level five. You did note it down, didn't you? Get the ORB and pick up at each of the stars' points to light the CANDLES. Beat Kuntoki and – blow me down – you've finished the game! STOP

HOW TO DO IT



You people haven't quite got the hang of this yet, have you? We're not interested in your genuine problems and game snags. How To Do It is more concerned with exchanging hints and tips on performing the more ridiculous tasks in games such as winning *Indie 500* by taking out all the opponents cars, or taking off from the wrong end of your carrier in *Wings Of Fury*. Anyway, until we get a specific tip or request, here's a challenge for you. Tired of 'normal golfing'? Then try out your skills on the ZERO golf course. We used Accolade's latest *Jack Nicklaus* appendage, the brilliant *Unlimited Golf And Course Design*. Just in front of the tee build a housing estate (using three club houses). Back this up with a 63 foot high 'steep hill'. Behind this you can try your skills at writing rude words in bunkers, and then you can place a rather large lake. Give yourself some stepping stone islands in the middle, then place a strip of rough across the centre of the green. The pièce de résistance is the option to put your words into Jack's mouth (but Jack doesn't swear – he's got an intelligent parsar to detect rude words!).

Right it's your turn. Got any ideas? Slip on those lateral thinking heads and drop a line to How To Do It, ZERO, 14 Rathbone Place, London, W1P 1DE. Oh, and if we print anything of yours, we'll 'make it worth your while'. (Honest.)



OPERATION STEALTH

★★★ ZERO ★★★ COMPLETE SOLUTION

It's a tough one to crack, this, but we've never been the sort to add soda to our Glenfiddich. So, crouching behind a filing cabinet, surrounded by enemy troops and with only twenty seconds before the whole place goes up, Jonathan Davies and US Gold decided to tell you how it's done.



You wouldn't believe the trouble I've had in getting through this one. Gallons of midnight oil, tanker-loads of coffee and endless episodes of *The Munsters Today* (easily the worst part). And that was just to get past the protection system. But I've finally cracked it. *(Tell the truth. Ed.)* I've won through and, at the end of the day, got a result. *(The truth. Ed.)* Honest. *(Come on. Tell them. Ed.)* Erm, okay. I sort of cheated a little. I got US Gold to give me a few tips. So a bit of gratitude is in order. Just a bit, mind.

AIRPORT BIT

So here we are at the airport then, and seriously dosh-free. EXAMINE the coin return slot and you'll find a coin. (Why does this never happen in real life, eh?) Buy a newspaper by USEing the coin slot on the machine. EXAMINE it to find out which country is currently Santa Paragua's chum – you'll need to make a false passport of this nationality. Go into the toilet through the doors on the left of the screen and secrete yourself in a cubicle (oo-er).

OPERATE the briefcase and TAKE the pen and the American passport. EXAMINE the passport and TAKE the dollars which are in it. OPERATE the calculator and a secret compartment will open. TAKE the passport, choose a suitable nationality (clue – not Welsh) and OPERATE the validation button to produce a fake passport which you should TAKE. Leave the toilets, take a few deep breaths and USE the false passport on the customs officer. SPEAK to the welcoming hostess in the kiosk and she'll give you a telegram among other things. EXAMINE it (it says "MR MARTINEZ FLIGHT 714" – just in case, you know). USE the airline ticket on the security guard to go through to the baggage bit. There are two baggage claim halls, so check on the display which one is for flight 714. EXAMINE the blue baggage, which should be marked "MR MARTINEZ", and TAKE it. Then head for the toilets again. (Don't worry – secret agents have notoriously weak bladders. It's all those sudden explosions and things.) OPERATE the shaver and you'll discover an electric cable. USE this on the electricity socket and you'll get a message: "Meet at Mimosas Park, wear a red carnation". TAKE the cable and the shaver and leave the toilets. USE the false passport on the customs officer. Go off at the left of the screen, through the automatic door, and wait by the taxi sign. Again turning realism on its head, a taxi will arrive. Go towards it and get in.

THE TOWN CENTRE

USE your wad on the Bank Clerk. He'll change it into Santa Paraguan currency. Suppressing your grief, repeat this as you'll still have some notes left. Then leave the bank and go to the flower shop (you big pansy). USE the coins on the florist and TAKE a red carnation. Go to the park and sit on the bench. Your contact will arrive, but he'll get shot. Typical, eh? TAKE the keycard and leave immediately. Return to the bank and EXAMINE the keycard. USE it on the bank employee who'll open the safe-room for you. USE the key on the safe whose number corresponds to the number on the card. OPERATE the safe lock and take the envelope. A couple of Russian agents will capture you and take you prisoner. You'll be tied up *(Quiet at the back. Ed.)* and left in a cave. OPERATE the ground and you'll find a piece of metal which you can USE on the ropes to cut them. OPERATE the ground again and you'll find a pickaxe. (Is there no end to this good fortune?) TAKE it and EXAMINE the rock wall. Find the part where there's a draught coming through and OPERATE the pickaxe three times on it.

AN UNDERWATER BIT



You can take your thinking cap off now and put on the one with the green visor thing on the front – it's arcade time. Use the left mouse button to swim towards the right avoiding the rocks. Don't forget to go up to the surface occasionally when your oxygen gets low. But you probably knew that anyway.

THE HOTEL

In front of the hotel, on the beach, there's a chap selling inflatable bracelets (?). USE the coins on him to buy one of these essential fashion accessories and go to the hotel. OPERATE the lift button and select the second floor.

Once there, get out of the lift and take the stairs to the third floor. Walk up them, that is – they'll be a bit heavy to carry. Turn right and OPERATE the last

door. Once in the room, Julia will point a gun at you. Then, just as things can't possibly seem to get worse, the men from SPYDER, along with Otto (your double), will kidnap you and take you on a boat trip. When they start talking, OPERATE the bracelet. The men will then chuck you overboard (with concrete wellies on, of course). When you reach the sea bed, OPERATE the bracelet again and swim towards Julia by holding down the left mouse button. Then OPERATE her and she will be freed. You'll then return to the surface (gasp!) where one of Julia's pals is waiting in a boat. He'll take you through the jungle to Resistance HQ and then to General Manigua's pad.

PALACE BIT

Yes, there's no worming your way out. It's maze time. So go through the maze until you find the key. Collect it and go to the exit, using the rotating guards to avoid the doors. Or is it the other way round? Anyway, when you've completed the maze you'll come to a large door.

OPERATE the door and you'll discover an office. Go in and OPERATE the statue's arm. A safe will appear. USE the little box jobby from your inventory on the safe. OPERATE the on/off button



on the box to switch it on. Then OPERATE the up/down arrows until the first light on the box comes on. OPERATE the validation button on the safe. OPERATE the up/down arrows until the second light comes on and OPERATE the validation button again. Repeat for the third and fourth numbers and then OPERATE the on/off button to switch off the box. OPERATE the validation button on the safe once again and the safe will open. TAKE the envelope from inside.

JET SKI BIT

There are two sections to this. In the first, avoid the shark fins until you've caught up with the other jet-ski. Then avoid the rest of the jet-skis which are chasing you. No problem at all.

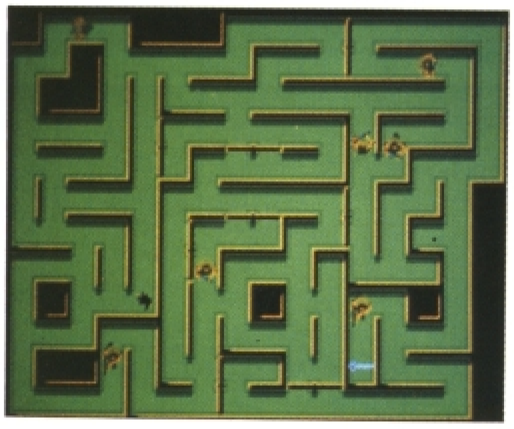
ANOTHER UNDERWATER CHUNK

Head for the seaweedy screen and EXAMINE all the seaweed until you find the one with something 'odd' beside it. EXAMINE it and you'll find an elastic band. Go towards the last screen on the right, EXAMINE the palm tree and OPERATE it. Then OPERATE the button, go towards the entrance and OPERATE the hatch.

SECRET BASE BIT

This is where all those sneaky little inventions lovingly fashioned by Q come in handy. USE the pen on the lock and USE the watch on the right and left walls. Go towards the grill, wait underneath it and then OPERATE it.

OH NO, ANOTHER MAZE



Basically the same as the last one.

SHOWER OR WATCH YOUR BACKS, LADS

To set the ball rolling, as it were, OPERATE the soldier and then examine his shoes. The laces will appear, and can be TAKEn. Then TAKE the towel and USE it on the soldier. (Blimey.) *(Cut that out this minute. Ed.)* USE the laces on him and then TAKE his shoes, clothes and the glass. Then leave the room.

CORRIDOR

Go towards the exit at the bottom on the left.

ERM, ANOTHER CORRIDOR

Head for the opposite door and go in.

STOCKROOM

Isn't that the capital of Sweden or something? Er, anyway, what you've got to do is EXAMINE the third drawer up on the left, OPERATE it and then EXAMINE it again. Then TAKE the laces and USE them on 'John'. EXAMINE the bottom drawer on the right, OPERATE it and EXAMINE it again. TAKE the stamp and leave the room.

ANOTHER CORRIDOR

Go towards the exit on the right.

YES, ANOTHER CORRIDOR

Go through the opposite door.

GUARDROOM

EXAMINE the clothes and TAKE the bit of paper with your orders on. USE the glass on the water fountain and OPERATE the untidy desk. Finally take the lifeboat and leave the room.

LOTS MORE CORRIDORS

In the first one, go towards the exit at the top on the right. In the next one the officer will ask you for a glass of water. Corridor number three – go towards the exit at the top on the right. And in the last one (for a while at least) go towards the top left exit and go through the first door on the right.

OFFICER'S ROOM

USE the full glass of water on the officer. When he turns round TAKE the stamp (you scamp) and make a hasty exit.

CRIKEY – MORE CORRIDORS

Go towards the exit on the right in the first one, and then towards the bottom right exit on the second one. And in the third go through the door.

GUARDROOM

TAKE the inkpad, which is between the chair and the mess on the desk, and USE the stamp on it. Having inked the stamp, USE it on the orders' sheet. Then OPERATE the cigarette case. EXAMINE the blue cigarette and OPERATE it. USE the cigarette paper on the glass. As if by magic, a fingerprint will appear. Leave the room.

HO HUM

More corridors. In the first go towards the top right exit, and in the second USE the fingerprint on the keypad (it'll never work...) before going through the armoured door (but it has!). Then there's one more corridor, in which you should head towards the other exit on the right, before you arrive in...

THE LASER ROOM

USE the stamped orders' sheet on the letter box and go towards the laser doors.

A SLIGHTLY MORE EXCITING CORRIDOR

USE the electric cable on the socket and OPERATE the electric razor. USE the razor on the wastepaper basket and exit stage right.

CONTROL ROOM



Wooh, things are hotting up. Wait for the razor to give the message "Explode, one, two... " and quickly USE the red cigarette on the computer. It'll explode, whereupon you should OPERATE Otto. When John has fought with him, USE the compact disc on the laser-reader. Go towards the door at the top on the left.

HELICOPTER SCENE

USE the elastic band on the bomb and fall to the ground. When the second screen appears, OPERATE the lifeboat.

ER...

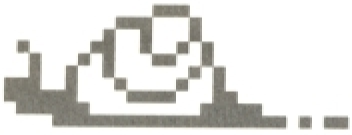
That's it.

STOP



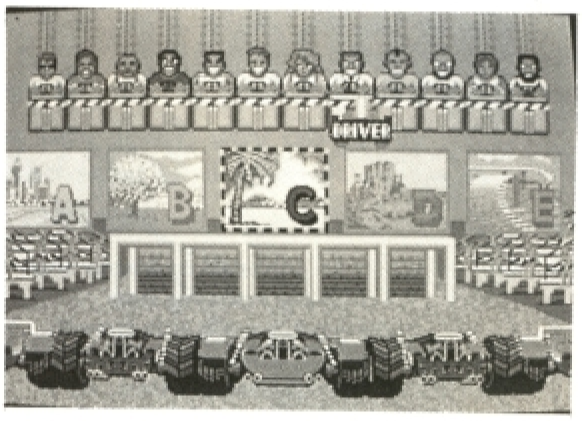
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VENUS

Bernard Nebula would have understood this choice of cheat words. Press the SPACEBAR on the title screen and enter the following heavenly bodies revolving in approximately circular orbits around the sun (*Planets? Ed.*): MERCURY (continuous flying), PLUTO (infinite ammo), JUPITER (infinite time), MARS (all weapons). Try these words for level jumping abilities: MANTIDS, CICADAS, PSYLLIDS, PIERIDS, SATYRID, LYCAENID, PYRALID and NOCTUID. Thanks and a game go to **Peter Barrack** for that.

IMPOSSAMOLE

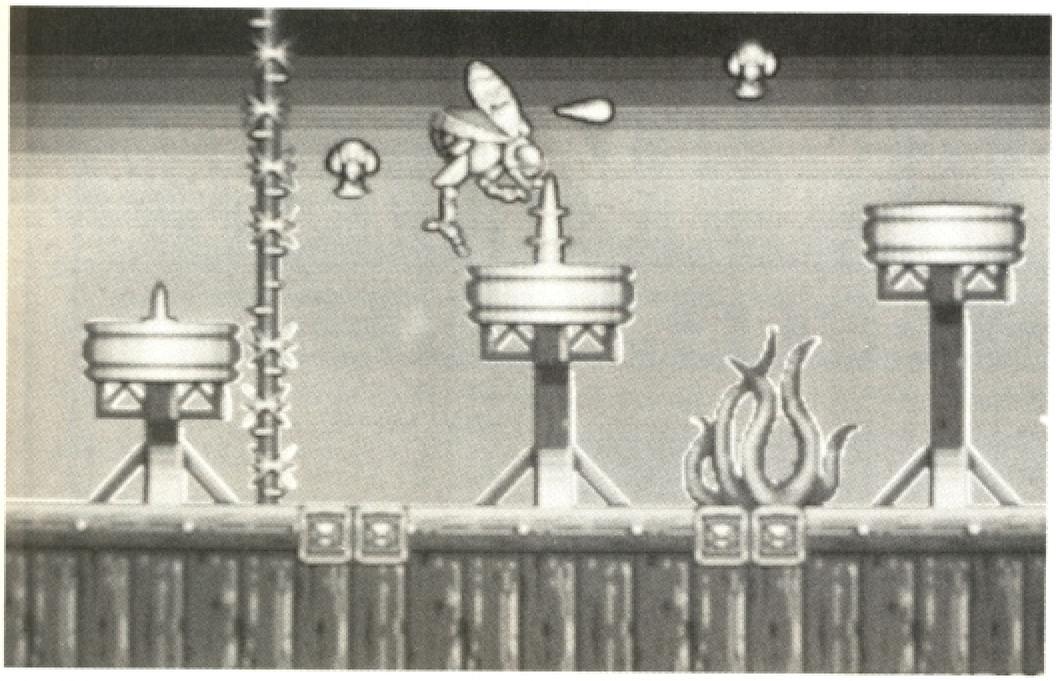
A popular game this judging by the two whole letters we've received in connection with it. A variety of bonus effects can be had upon typing the following into the hi-score chart: HIENZ (three full power bars), OUCH OUCH (walk on water), COMMANDO (infinite time on weapons), ANN FRANK (energy top up), and LUMBAJAK (double size energy bar). Thanks to two guys who were obviously weaned on Top Deck Shandy (With Real Beer): **Carl Robert Alexis** and **Greg (No Middle Name) Nicholson.**

POWERDRIFT

Craig 'Mad Dog' McDonald reckons he's found a spook effect in *Powerdrift*. Apparently, if you pick course 'C' and come first in all races (ha!), you go on to a special course in which you pilot a (quote) "F-16 – right from *Afterburner*". Trying is believing.

MANIC MINER 2

Here's a cheat from our first 'shandiess', **Christine Barron.** She suggests that if you pause the game with the space-bar, press the asterisk key and unpause, you'll have nine extra lives.



FLOOD

A million people have sent level codes for the programmer's choice, *Flood*. But why bother printing a million monikers when you get away with none. Mister I-forgot-to-put-my-name-on-the-envelope says, type in the password as 'SOAP' and you can select any level to play on.

MIDWINTER

The invisible-shandy also sent in a rather clever oversight in the *Midwinter* programming. During the game, press S to switch from skiing to sniping and then go to maximum zoom. You should become invulnerable.

HAMMERFIST

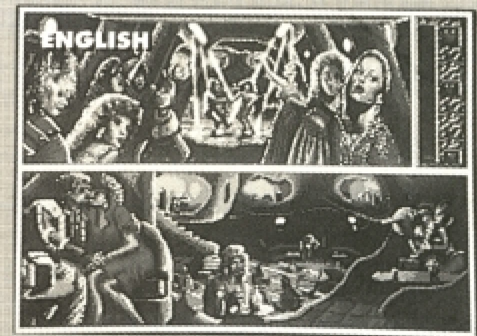
Simple cheat this, from one **James Duncan**. Simply type "TAEHC OT TNAW I". (That's 'I WANT TO CHEAT' backwards) on the hi-score chart. During play now, F7 will teleport you to the next screen.

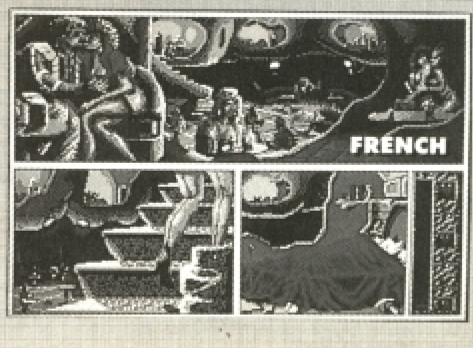
XENON II

It seems that Lemonadia Maximus extends even to cardigan wearing PC owners. **Robert Nicholls** is one such pure new wool relic, who's found a cheat for *Megablast* on the PC. When selecting graphics adaptor press F7, then during play 'I' will remburse your power.

WARNING!

If you are of a nervous disposition (or your name is Mary Whitehouse) Stop reading this page NOW!! For the rest of you, here's an exclusive peek at the steamy French version of *BAT*. In the English game you'll need to impress a female with your disco dancing skill. In the original game it's your prowess in a different 'athletic' department (hem hem) that produces the goods. Berlimey!





IMPROVE YOUR HEX LIFE!

What do you get if you put Jon North and billions of readers' letters in a telephone kiosk? An absolutely roaring hex life, that's what.

You'll be pleased to know that absolutely nothing has happened to me this month. I've hacked a couple of games and pushed a few trollies around. As a result, I've decided to skip this month's intro and get on with the good bit. (*Could've fooled me. Ed.*)

GHOSTS 'N' GOBLINS (AMIGA)

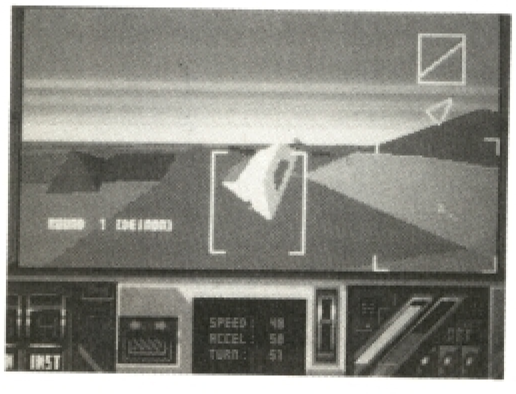
I absolutely adored this game when it originally came out on the 8-bits, many moons ago, but it is **Linton Simms** who's hacked the Amiga version, so here's an infy lives routine to stick in.

```
10 REM Ghosts 'N' Goblins by Linton Simms
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 101
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>997142& THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 DATA 4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
100 DATA 6612,4E75,0000,0600,0001,0002,0000,0030
110 DATA 0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
120 DATA 429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
130 DATA 2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
140 DATA 1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
150 DATA 9080,9281,224C,4EAE,FE44,4A80,66A4,224C
160 DATA D8FC,0100,337C,0002,001C,41E9,0024,9BCD
170 DATA 48D0,3080,3346,0012,4EAE,FE38,41FA,0032
180 DATA 3218,3018,EAB8,D040,3998,0000,0480,07FF
190 DATA FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
200 DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
210 DATA 0000,1563,207A,0008,4268,6FD2
```

THUNDERSTRIKE SPECIAL (ST/AMIGA)

Yes folks, it's true. I have ignored all warnings, and risked life and limb to bring you... an ST hack! This gives infinite shields, but using it is a bit different. Slap it in, RUN it and it will create a new file, called THUNDERS.PRG which you can execute from Desktop.

```
10 REM Thunderstrike by Jon North
20 T=0:OPTION BASE 1:DIM A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if using new basic
40 FOR X=0 TO 191 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H0014FA1F THEN PRINT "ERROR":STOP
80 BSAVE "THUNDERS.PRG",CHEAT,192
90 DATA 601A,0000,00A0,0000,0000,0000,0000,0000
100 DATA 0000,0000,0000,0000,0000,0000,2C4F,4FFA
110 DATA 01FC,4878,0300,487A,FEF4,4267,3F3C,004A
120 DATA 4E41,4FEF,000C,487A,004E,3F3C,0009,4E41
130 DATA 5C8F,3F3C,0007,4E41,548F,4267,487A,0034
140 DATA 3F3C,004E,4E41,487A,002D,2F17,487A,0052
150 DATA 2F3C,004B,0003,4E41,2E4E,2240,337C,4A79
160 DATA 3B62,337C,4E71,5074,337C,4E71,50E4,4EE9
170 DATA 0100,2A2E,2A00,1B45,496E,7365,7274,2054
180 DATA 6875,6E64,6572,7374,7269,6B65,2064,6973
190 DATA 6B20,616E,6420,6869,7420,6120,6B65,7900
200 DATA 6175,746F,5C73,2E70,7267,0090,0000,0000
```



Not only did I hack the ST version of *Thunderstrike*, I did the Amiga version too (I think the heading at the top of this might have given it away somewhat). Anyway, it's infy shields and you use it as normal.

```
10 REM Thunderstrike by Jon North
20 T=0:DIM CHEAT% (1024)
40 FOR X=0 TO 113
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>1187187& THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 DATA 4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
100 DATA 6612,4E75,0000,0600,0001,0002,0000,0030
110 DATA 0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
120 DATA 429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
130 DATA 2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
140 DATA 1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
150 DATA 9080,9281,224C,4EAE,FE44,4A80,66A4,224C
160 DATA D8FC,0100,337C,0002,001C,41E9,0024,9BCD
170 DATA 48D0,3080,3346,0012,4EAE,FE38,41FA,0032
180 DATA 3218,3018,EAB8,D040,3998,0000,0480,07FF
190 DATA FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
200 DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
210 DATA 0001,1221,6000,0196,2BAB,4DF8,0400,31FC
220 DATA 4A79,4CD8,31FC,4E71,61DA,31FC,4E71,624A
230 DATA 4ED6,0000
```

THE "WHAT TO DO" BIT



Otherwise known as an idiot's guide, but I am no longer "IQist" and so have changed the name (actually that was a deliberate and blatant lie). Load in Desktop/Workbench, followed by Basic. Type in the listing as it appears and SAVE it if you want (not necessary with the ST *Thunderstrike* hack – it saves itself anyway). Now insert your game disk, ignore and cancel any requesters telling you it's knackered, RUN the routine and it will load and run the game for you, with the POKEs firmly in place.

I'm going to nip out in a mo to get my 'A' level results, but I have just enough time to say that should you partake in the fine art of hacking yourself sometime, send the results to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE, and you'll probably end up the owner of a new game or a "trendsetting" (apparently) ZERO T-shirt. Get to it!

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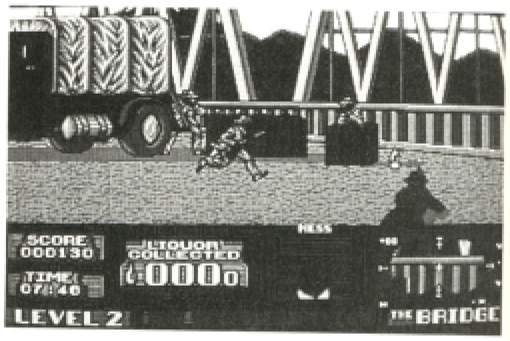
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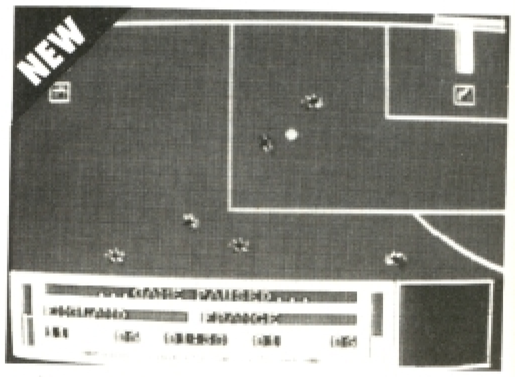
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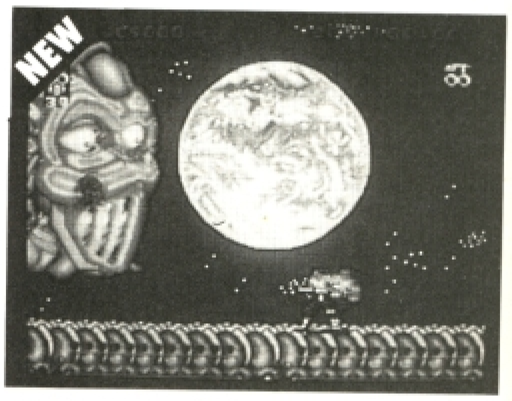
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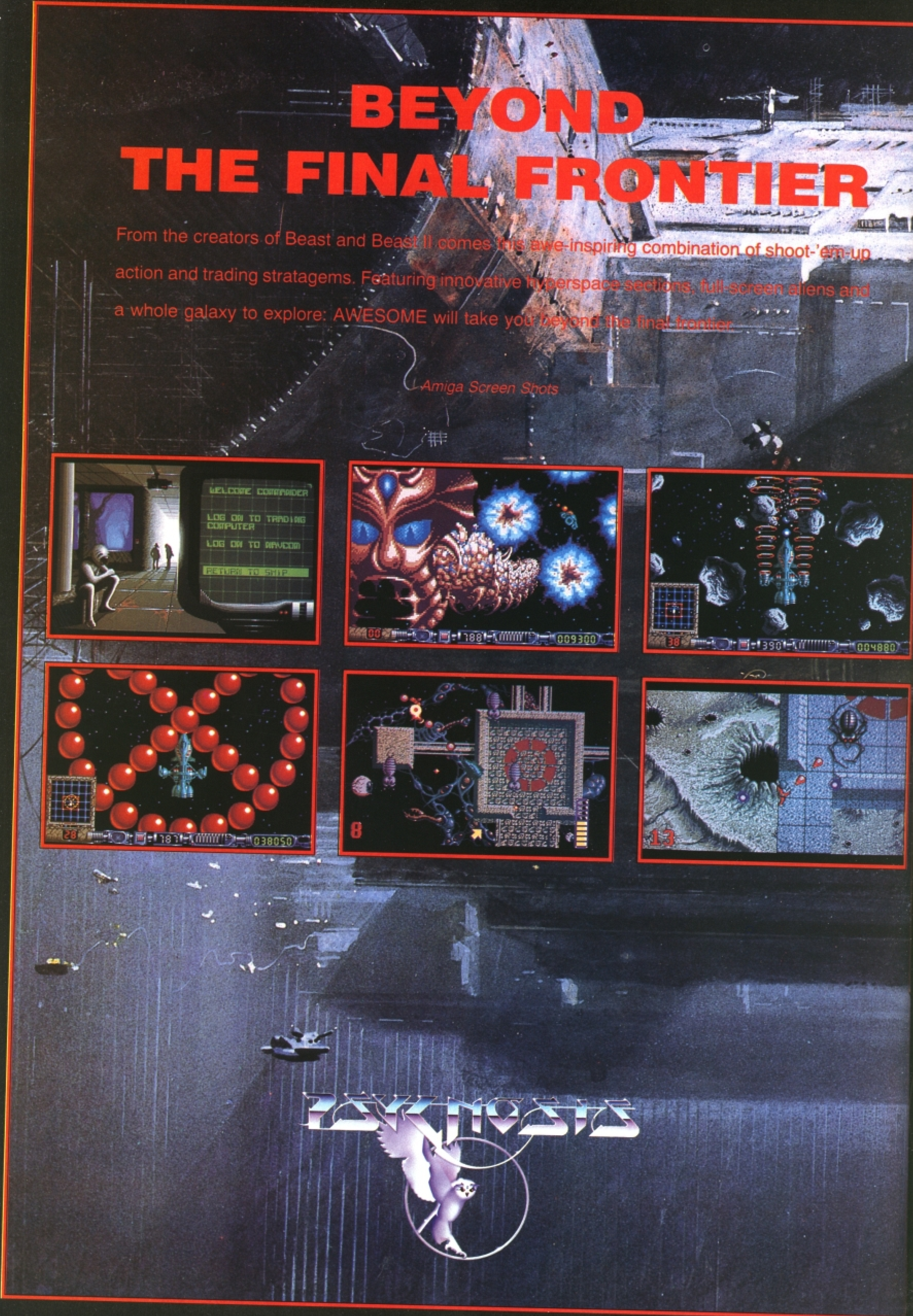
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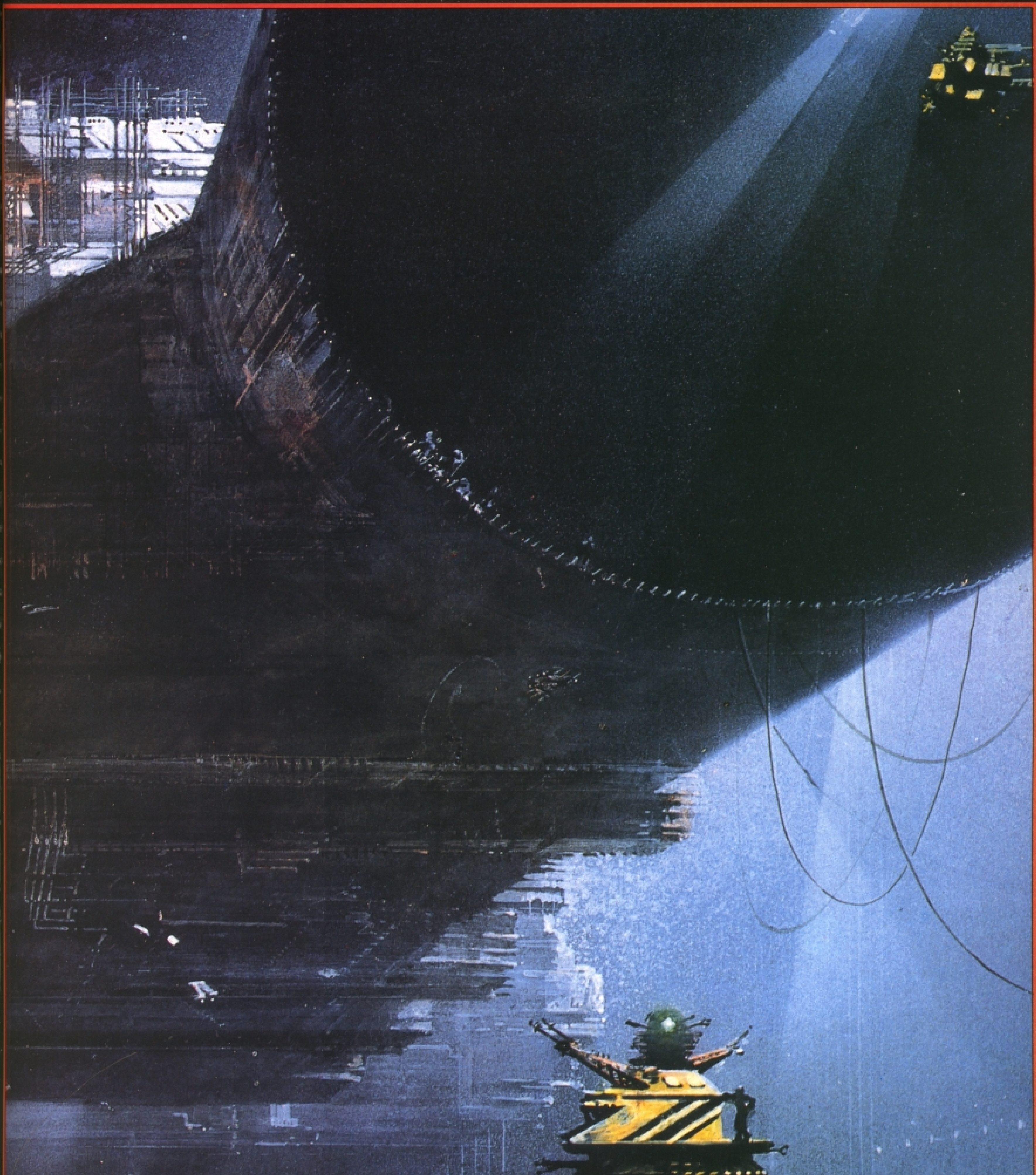
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ELVIRA'S GREATEST HITS

They say you can't keep a good woman down, (especially not if she's a raven haired chick with rather large wossnames) and this saying has n'er been so true than in the case of Elvira, Mistress Of The Dark. She's hosted a Horror B-movie TV show in LA, she's starred in her own movie, she's graced ZERO's cover and she was all set to appear in her own rather brill computer game. Then, disaster! Tynesoft, the game's distributor went 'down the tubes'! But don't fret, because Elvira will still be appearing on a home computer near you... this time courtesy of Accolade. Spook!



WIN FAT BOOBY PRIZES!

To celebrate this mammoth event, those rather kind folk at Accolade have not only offered you a taster on our luscious cover disk, but also numerous stonking prizes. Here they are, in reverse order: – 10 signed photos of Elvira herself, (fwoar!) 10 copies of the movie *Elvira Mistress Of The Dark;* (whoo-*ee!*) and one eerily brilliant Ferguson video recorder. (Eek!) It's got all the state of the art bits (just like Elvira!) and it's enough to make you go all goosey!

WHAT TO DO

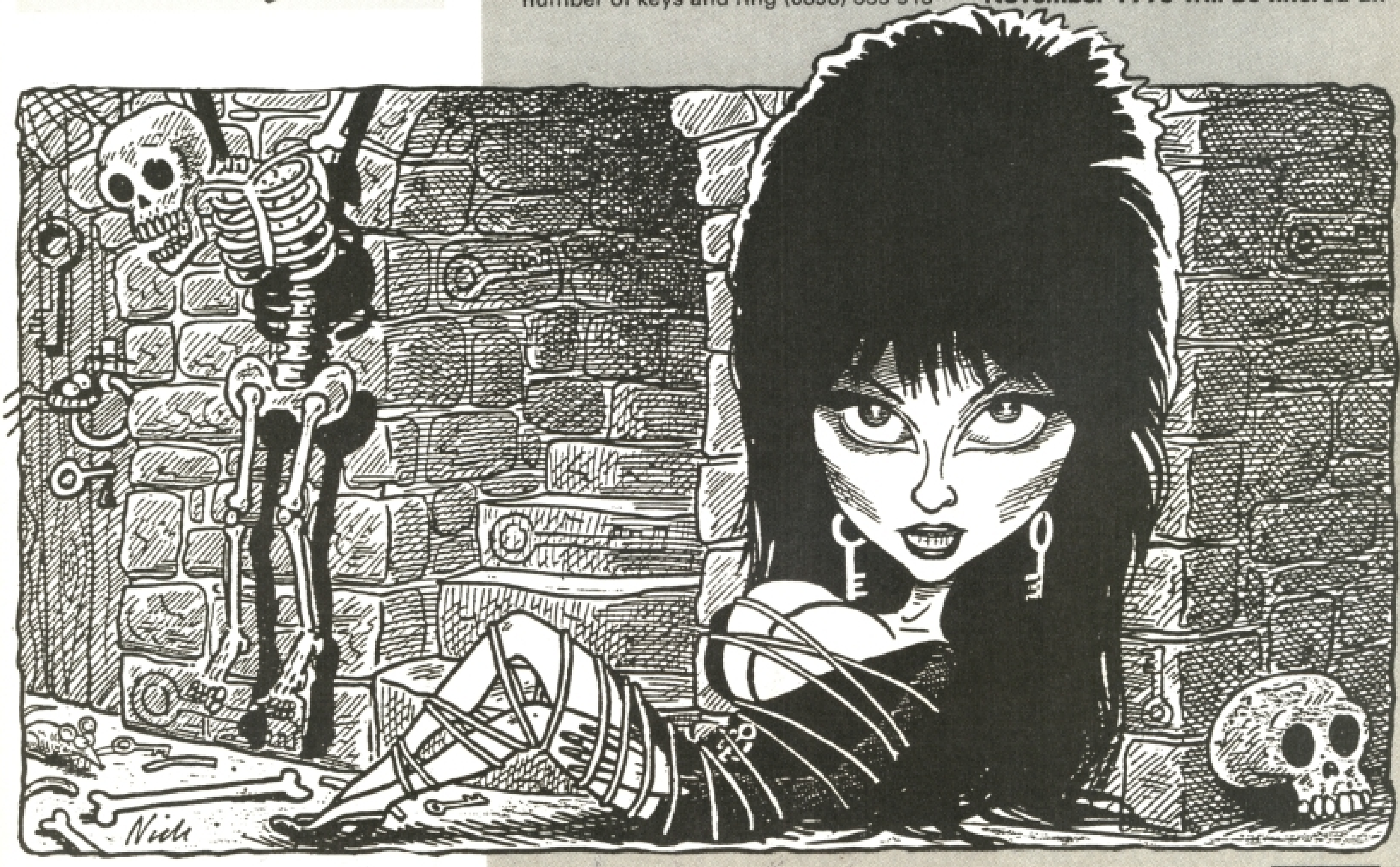
Anyway, you'll need plenty 'up front' to get to grips with one of our well-endowed goodies (hem hem). You know that in the game, Elvira has been held captive by the evil forces in the castle she inherited from her dead relative, the sorceress Queen Emelda. Well, in a similar (er... rather crap) vein, you'll have noticed below a picture of the captive Elvira. Cunningly hidden in the pic are a number of keys. Well, what we want you to do is to help her to escape by finding all the keys. Simply find the number of keys and ring (0898) 335 513 and state the number of keys you've found, your name and address. Your call will only cost 20p (you won't be able to spend any more 'cos you'll be cut off!) so it's the same cost as a stamp and you won't even need to leave the comfort of your own living room (or wherever you keep the phone).

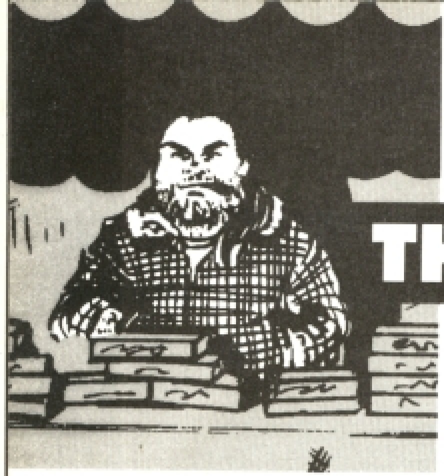
NB

1. Make sure you've got the permission of the bill payer to use the phone.
2. Make sure you dial the right number – if someone answers asking you if you like to wear Lederhosen, hang up.
3. Make even surer that you clearly state the answer and then your name and address.

RULES

● Any employees (or bosom buddies) of Accolade or Dennis Publishing found entering this competition will be shot.
● The Ed certainly keeps abreast of the times, and his decision is final.
● Entries received after 30th November 1990 will be tittered at.

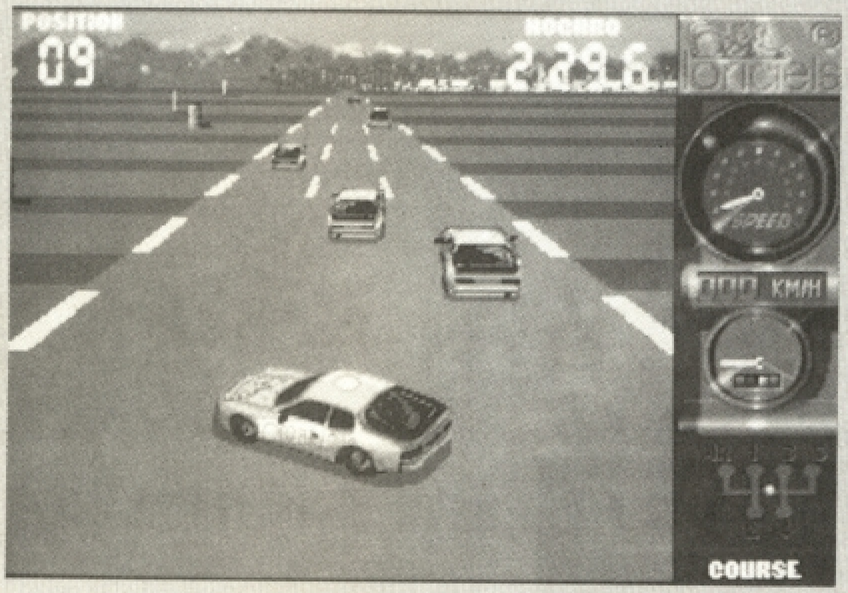




THE PRICE I$ RIGHT

Welcome to Bloggo's rather unfriendly software store. Check out this month's budget selection and, as *David 'Bloggo' Wilson* says 'buy something, or naff off!'

TURBO CUP CHALLENGE



Smash 16/ST & Amiga/£4.99

David: French people will be no strangers to this title, because it was a former full pricer in the Land of the Onion. It's come to Britain courtesy of the Smash 16 label and was originally a Loriciels title featuring 'Championship Sports Car Racing'. Nothing new, I suppose, and yet the graphics look refreshingly different.

Although it's the usual scroll into the screen rolling road job, it's viewed slightly from above and the colouring is very effective. Mind you, some of the collision is wibbly: cars on the horizon tend to merrily drive across the fields, and it's all automatic – there's no manual gear shift. Still, overall the effect is gripping and relatively convincing.

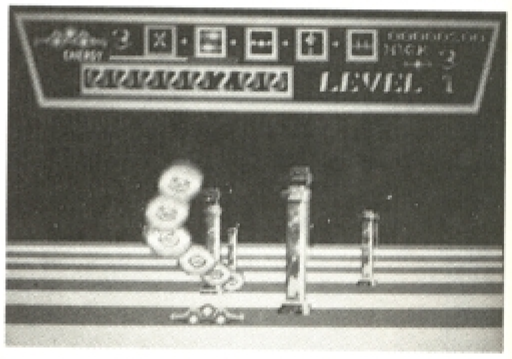
You've got four tracks to practice and race upon. In a race, all the opponents cars are the same yellow Porsche shaped sprite and seem intent upon ramming you (and who can blame them since you're the only one to suffer from this). Still with a lot of car animation, including a nice rolling sequence with all your doors and boot opening etcetera and priced just under a fiver, you can't go far wrong.

OVERALL SCORE 85

T-BIRD

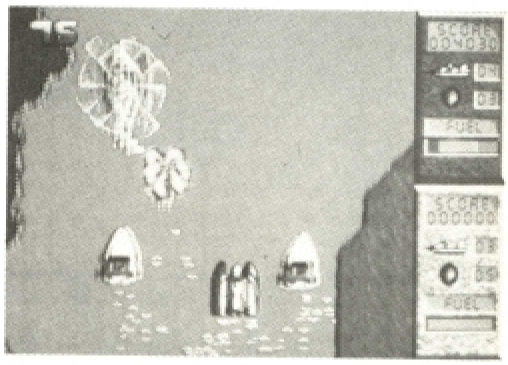
16 Blitz/ST & Amiga/£4.99

David: This is the latest from Virgin's budget label, and, er... it's pretty ropey. Take *Galaxy Force* (Ooh dear!), add Greek pillars and monochrome stripey scroll-into-the-screen landscape, and you've got *T-Bird.* The box tells how you've traded in your Laader 1000L for a spanking new Foourd T-Bird (groan). You drive your T-Bird into the alien ghetto. Cue a second rate shoot



'em up with early video game vintage alien formations. Kill them all and you'll move onto a mother ship that has to be hit far too many times before it explodes for rather too long. Raiding ghettoes in a T-Bird? I'd rather raid the Laader. Leave this one in the garage.

OVERALL SCORE 50



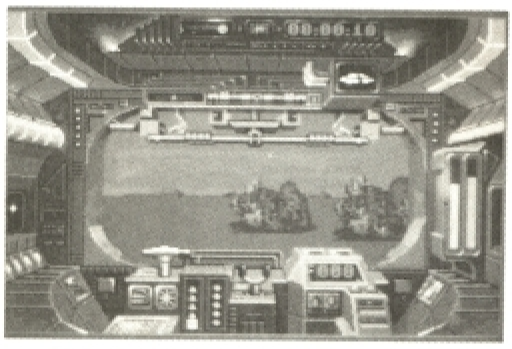
PRO SPEEDBOAT SIM

Codemasters/ST & Amiga/£4.99

David: Hurrah! It's the newie from the Codies, the chaps who've 'built (their) reputation on producing the best possible software at the lowest possible price' Must be pretty good, then? Well, here we are with their latest budget game that David Darling informs us once again is, erm... 'Mega!!!'. Unfortunately, *Pro Powerboat Sim* is a weak, vertically scrolling, shoot(!)/avoid 'em up. You race alone, or with a friend, up a river strewn with obstacles. The river is populated by other powerboats and little rowing 'fours'. These seem intent upon nudging you into the bank (where you'll explode). You do however have at your disposal several mines. It may appeal to younger readers, but not my cup o' char, guv'nor.

OVERALL SCORE 55

OPERATION NEPTUNE



Smash 16/ST & Amiga/£4.99

David: *Operation Neptune* is another new title from budgeteers Smash 16, and a former full pricer from Infogrames. This is a sort of arcade adventure with you in the role of Bob Morane versus the evil Mr Ming and his Daccits(?). The game starts with a nicely animated, interactive opening sequence where you (astride a jet bike) try to kick a similar mounted Dacoit into the 'drink'! From here you'll enter the game proper. The main sequence takes place in your bathyscape (aka minisub). Here you drive about in conjunction with a map, setting out to destroy Ming's undersea base. You can also leave your sub as a frogman for mine-laying fun, or on a scroll-into-the-screen underwater scooter for blasting enemy patrols. Lots of variety in gameplay, good graphics and all in all a rather nice game.

OVERALL SCORE 78

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ISSUE THIRTEEN

CONSOLE / ACTION

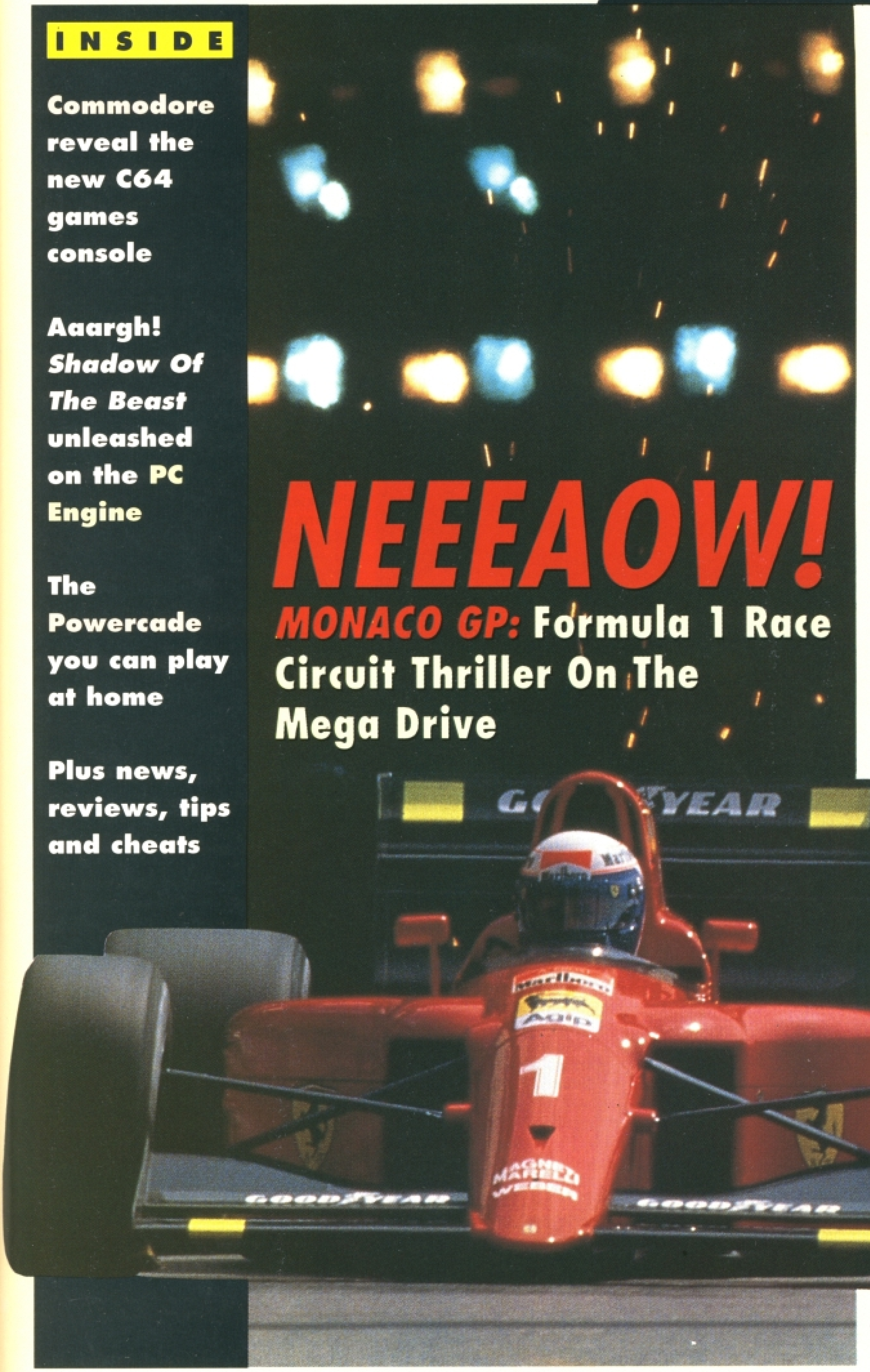
INSIDE

Commodore reveal the new C64 games console

Aaargh! *Shadow Of The Beast* unleashed on the PC Engine

The Powercade you can play at home

Plus news, reviews, tips and cheats



NEEEAOW!

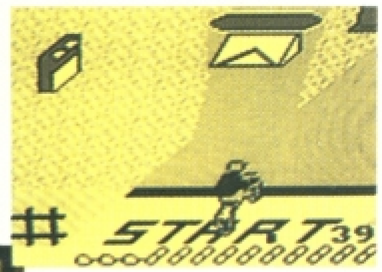
***MONACO GP:* Formula 1 Race Circuit Thriller On The Mega Drive**

ATARI LYNX
ATARI VCS
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PC ENGINE
PC ENGINE SUPER GRAFX
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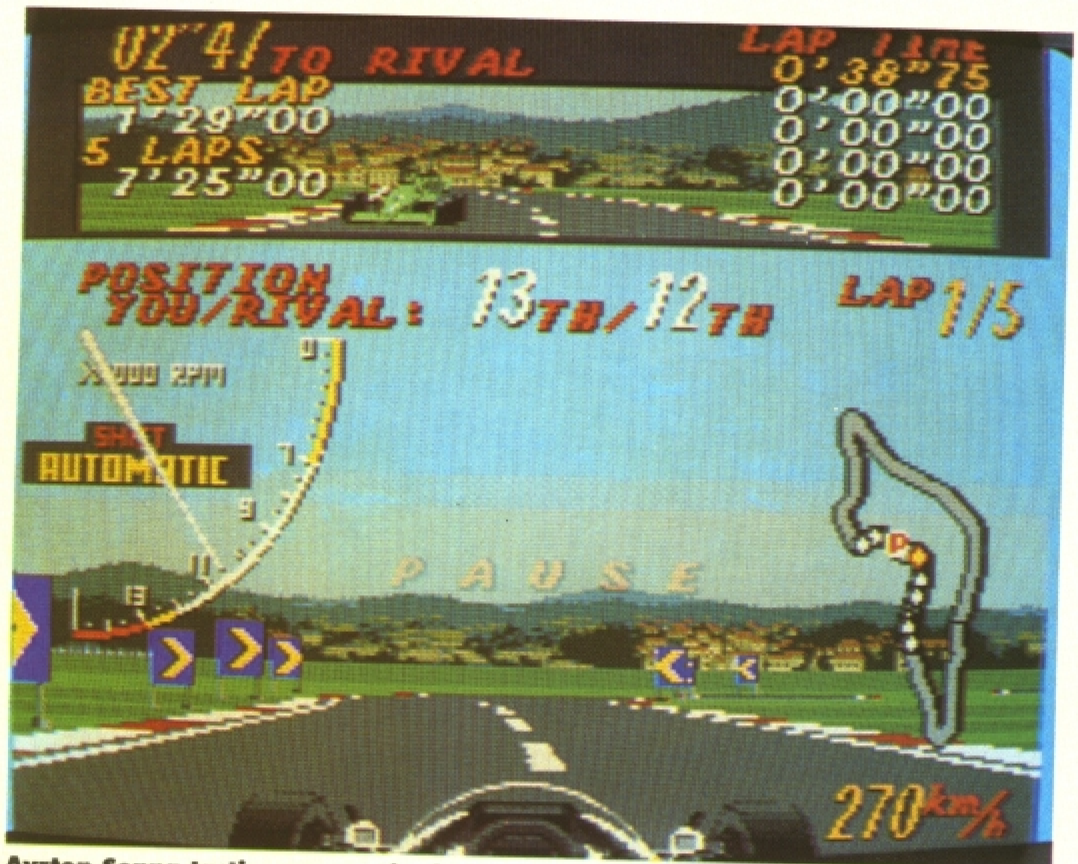
DEVIL CRASH
Pulsating PC Engine pinball simulator



PAPERBOY
Computer classic on the Gameboy

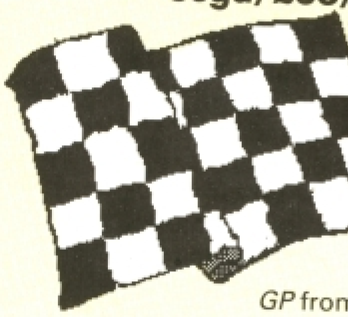
SUPER MONACO GRAND PRIX

CONSOLE CLASSIC



Ayrton Senna tactics are required to prevent cars overtaking you. Should you sustain too much damage you can always enter the pits and get cleaned up.

Sega/£36/Mega Drive



Despite its title, *Super GP* has nothing to do with doctors.

With the imminent retirement of Great Britain's only decent Formula One driver, Nigel Mansell, in zooms *Super GP* from Sega. There always seems to be at least one racing car game doing the rounds at any one time – the vast majority being nothing more than coin-op spin offs and ludicrously over-hyped licences. Does *Super Monaco GP* break free from the all too familiar mould or am I wingeing on like some tired old hack? *(You're whinging on like some tired old hack! Get on with it. Ed.)*

Being an ardent grand prix fan, I raced to the Mega Drive at top speed and had an unfortunate accident with the monitor.

After all the hype, the expectations, the long nights staking out the local software store, your initial reaction may well be disgust after finding out that *Super GP* appears to be nothing more than a race-around-the-track game. But picking up the controller to take a car for a spin will change your life forever; for one, you'll be a few seconds older.

Rather than racing as fast as you can, á la *Outrun* and *Chase HQ*, *Super GP* requires driving skill. It becomes apparent when you pick up a stick for the first time and drive far too fast into a corner, break out of a bend and end in a spin as a result. In the real world you should break into the corner in a straight line, then accelerate gently off from the other side. Skills like these are necessary if you wish to progress into the fast lane. But then who am I to lecture on driving skills with a driving record like mine.

You can race in a one-track championship, in the World Championship or just practise on a chosen lap. If you are ranked highly at the end of a race you can race again. There are three possible layouts for the gearbox on your car, automatic, four-speed or the full professional seven-speed. When using automatic, you'll suffer from being under powered compared to other cars. Four-speed means you can go faster, but have less rev control over the car. Using the professional layout means you can reach the maximum speed – however, it takes some skill to use the professional option properly.

The practice option allows you to practise – yes, well that says it all really.

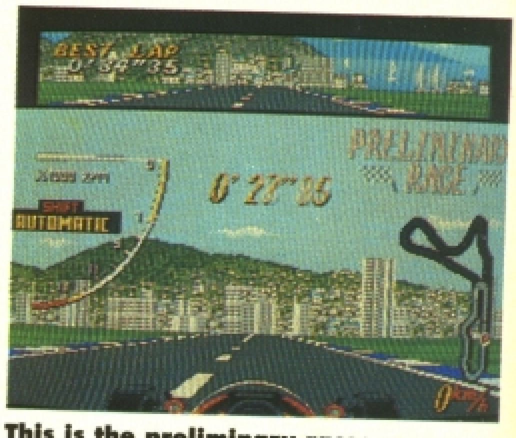
Chuck on your leathers, gloves and high-heeled boots and grab your whip. Ahem, your helmet 'cos it's time to race.

You get a split screen display once in the car. The top third of the screen shows anything coming at you from the rear while the bottom two thirds shows what's coming at you. At the top right hand of the screen there is a small map of the track, showing all the corners and their severity. As you progress through the skill levels you'll soon learn to read this map and drive at the same time. The map also displays the rough position of all other drivers.

If you achieve a relatively high position when you finish the race, you can go on and race the same track again. Each time you finish within the preset number, usually the top five, you are awarded points. As you race each time, your points increase.

Track conditions are displayed before each race. If the weather is good you can burn rubber. If the weather is bad, burn rubber anyway. Only joking. When the conditions are bad you've got to take it steady otherwise you'll be off the track.

Just like the real thing, you get to race at each of the preset tracks in the right order. All sixteen world championship tracks appear; the glorious finish being in Monaco. You must trundle around in a qualifying lap before the main event. This is used to decide who goes where on the starting grid. There will be a pace car which starts with you, keeping in front of it will ensure a decent position when the race



This is the preliminary race; your position on the starting grid depends on the lap time you achieved.



Look at the spare tyres on her!

starts. Then you'll have to stay in front of as many cars as possible in order to qualify for successive stages. Failure to do this results in forceful retirement. If you have difficulty keeping in front of other cars you could try a tactic that Ayrton Senna has adopted successfully on several occasions. When a car starts to pull out and overtake you, swerve directly into its path. The opponent's car will ram into your rear, slow down and hopefully retire due to damage. The more cars you can force to retire, the higher your ranking points will be. You can also drive into the rear of cars directly in front of you, but be careful to dodge them as they slow down. After



Another Nigel Mansell in the making? Nope, I don't think so.

each race, depending on your finishing position, you will be awarded World ranking points. The ultimate aim being to become World Champion.

Throughout the World Championship circuit, you are able to choose the rival you wish to race against. It's wise to choose a reasonably skilful driver, pacing yourself against him as you race around the circuits, as you progress further into the World Championships.

The car controls exceptionally well, incorporating precise steering, amazing cornering capabilities and fantastically realistic representation of speed. The graphics and sound are exceptional. Some of the demo sequences are unbelievable, particularly the one in which the ground shimmers in the heat as cars race past the main grandstand.

There can be only one winner, and in the racing car game stakes *Monaco GP* takes pole position. Like the man on the TV says: once driven, forever smitten.

THE VERDICT 91

IMAGE FIGHT



Look at that fire power. It's possible to get some really crazy weapons soon after starting the game. The difficult part is holding on to them for later stages in the game when they become essential.

Irem/£35/PC Engine

You what? Another shoot 'em up? Erm, yes. The main figure in this game is a luverly jubbly, big, whopping great spaceship with pink wings and a yellow plastic umbrella on its roof. So I lied about the umbrella, but all the rest is true – well almost. It's only a small ship with a red and green umbrella, but there's loads of room to bolt on extra water proofing.

Image Fight comes close to arcade-standard shoot 'em ups. With big, bold graphics, heaps of colourful explosions, hordes of aliens and really brill sound effects; it certainly gets the old adrenaline flowing.

But first, the storyline. You've graduated from shoot 'em up school with a B+ and you're looking for a game to star in. You start *Image Fight* with a bog standard MkII fly-faster spaceship equipped with big black hold-together stripes down one side. There's also the statutory fluffy dice on the rear-view mirror and nodding dog on the back parcel shelf. So it's off to the local galaxy to rid the universe of baddies. Shoot everything out of the sky, dodge bullets and progress as far as you can. Do this and more and still be in by tea time for chocolate cake and lashings of ginger beer.

As you travel through deep space various weapons can be picked up, taking you from a meek MkII to a mean MkII. All you have to do is shoot everything. The further you progress, the bigger and badder the baddies get until they get so big and bad that they are the biggest and baddest big baddies you've ever seen. Confused? Well don't be. Stay calm and shoot at anything that moves.

Naturally the sound and graphics are very flashy and fast. However, there the game's good points come to an end. *Image Fight* doesn't improve on or come close to *Gunhed* (*I* or *II*). It's good, but not that good.

Don't raid your piggy bank to get this one; raid someone else's!

THE VERDICT 74



Look at the size of that big baddie – now that's big.



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QUICKIES

***The Shadow Of The Beast*, highly acclaimed on the Amiga for its astounding visuals and sound, is being programmed for the PC Engine by UK developers DMA Design. David Jones, responsible for hits *Menace* and *Blood Money*, is heading the programming team. According to Dave some 256 colours are being use on screen at the same time – 192 more than the Amiga!**

For up to the minute information on what's happening in the happenin' console world dial (0898) 299390 and get through to the Tony Takoushi Console Line. Games, tips, news, gossip and more. Calls are charged at 25p per minute cheap rate and 38p per minute at all other times.

When your face is covered in zits and you look a mess; when the pus gets over your mits and you scream for less. Who ya gonna call? Pustula busters!

For a completely gross expedition into a teenage nightmare, you might like to meander through Epyx's latest Atari Lynx release. Be warned – you'll need to wear gloves 'cos *Todd's Adventures In Slimeworld* is positively dripping in goo.

In the land of slime you get to fight buger (sic) monsters, pus blisters and all manner of equally repulsive gunge. Not a game to be played without a hankie.

COMMODORE'S KORKER



Commdore's C64GS looks good enough to dunk in a cup of tea.

Like Amstrad, Sega and Nintendo, Commodore has finally come clean about its new games console. Called the C64 Games System (C64GS for short), Commodore's machine is based on existing C64 technology. In fact, the Games System is simply a C64 without the keyboard.

The GS will retail at just £99.99 and come with a controller and four-pack cartridge. The four games on the cartridge include Domark's *Klax, Fiendish Freddy's Big Top O' Fun* from Mindscape, System 3's *Flimbo's Quest* and *International Soccer.*

Commodore's new machine is 100 per cent compatible with the huge range of C64 software. The only thing software houses have to do is convert existing games from cassette and disk to cartridge format. Many software houses are keen to adopt the new cartridge format and it's expected that the majority of new C64 software will appear on cartridge (the C64 has a cartridge which is compatible with the GS's affair).

HELL EXPLORER

Taito/£35/PC Engine

You play a balding little chap, probably a buddhist monk or the like, and must make your way through various stages collecting... um, things and, err, shooting others. Sorry to be so vague; the scenario is in Japanese. But fear not, you can be assured the action starts on level one – and there are seven levels in all.

On your way to spiritual enlightenment, you'll encounter walking gravestones, flaming dogs, one-eyed pumpkins, sperms and a collection of other strange characters. The bad elements in the game must either be avoided or shot. There's no life meter; contact with the living dead spells death!

Destroying certain objects, living or otherwise, results in a small motif being left behind. These power-ups, many of which are pints of beer, can be picked up for extra points or weapons. There are also other motifs which can be picked up, wreaths and flowers being just a few.

There is one small problem being a monk: your weaponry. Instead of perhaps firing bullets, arrows or left-handed shoehorns, your little man chucks out blue manna bubbles. These blue bubbles bounce along the ground until they finally bump into something. It's possible to increase your fire power by collecting the appropriate objects. Oddly, it's only the size of your manna that's increased.

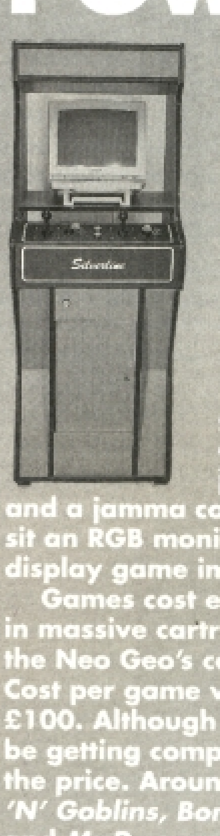
Hell Explorer is very Japanese and will probably not appeal to Western style of humour. The main character and most of the other sprites are jolly, but the backdrops are crude. Compulsive pick-up-and-play-me is lacking. And being bombarded by sperms is not my idea of fun.



Ugh, watch out! Sperm attack!

THE VERDICT 62

POWER-UP



The Powercade from Active Sales and Marketing is the latest baby in the ultimate-games-machine line. It looks like an arcade machine, feels like an arcade machine and plays just like an arcade machine. But isn't – well not quite, at least.

For your money you get an arcade-style cabinet, arcade-quality joysticks and buttons, and a jamma connector. You can either sit an RGB monitor or TV into the unit to display game images.

Games cost extra. These are available in massive cartridge format; much like the Neo Geo's cartridges, only bigger. Cost per game will be between £50 and £100. Although this sounds steep, you'll be getting complete arcade games for the price. Around fifty titles like *Ghosts 'N' Goblins, Bomb Jack, Commando,* and *Mr Do* are promised for Christmas.

It will be possible to rent games for around three weeks at a time; at the time of writing a hire fee had not been set. Details are available from Active on (071) 3842701.

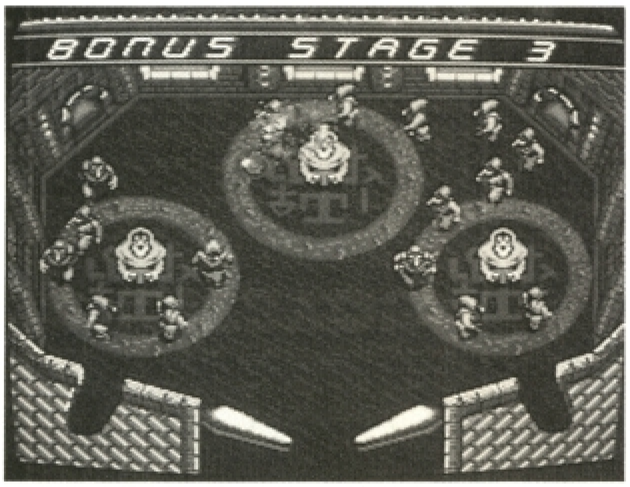
DEVIL CRASH

Irem/£35/PC Engine

CONSOLE CLASSIC

Forget pinball machines like *Star Trek* and *Kiss*, this computerised pinball game shoots the balls off the opposition. (*I beg your pardon? Ed.*) Unlike conventional computer pinballs, *Devil Crash* (the follow up to *Alien Crush*) is set on three main screens which scroll into view depending on the position of the ball.

As the ball bounces higher, so the screen scrolls upwards revealing a new screen. All the big bonus points appear on the higher levels. Naturally it's harder to remain at the top. When certain conditions are met – for instance, all the monsters on a level are wiped out and you shoot the ball into a hole masked by a flashing arrow – you can progress to one of the numerous bonus screens. The bonus screen replaces the pinball table. The idea, in general, is to keep the ball in play while carrying out a specific task (like knocking out some aliens). If the ball escapes from a bonus screen, you are transferred back to the main play area. Completing a bonus stage simply gains you a massive number of points.



After hitting various objects several times you'll get to one of numerous bonus screens. You can only gain points on these screens.

Hitting certain parts of the screen increases your end of turn bonus. Hence, when you lose a ball, you are awarded points depending on how long you were active and how many features you managed to light up. If you can stay in the top section of the board for some time, you can be awarded in excess of 3,000,000 points just for dying.

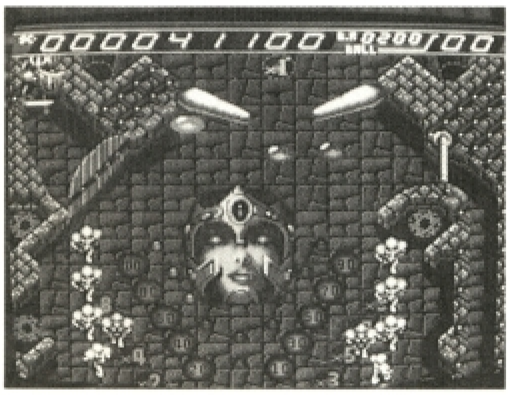
Extra balls can be attained by having a special operation. A far less painful way of increasing your marbles is to hit three balls which bob at random at the top of the screen. Hitting the bobbing balls with your ball turns the bobbing balls a different colour – usually black and blue. Actually, it's red, green, blue or grey. When all three balls are red, an extra ball is awarded. In addition to extra balls, special points bonuses are randomly and mysteriously awarded. It seems some invisible object occasionally flits by – on contact you are awarded a mystery bonus. Generally the points handed out amount to little more than a couple of hundred thousand. However, on one occasion a phenomenal mystery bonus of 600,000,000 was dished out.

On the first screen it's possible to block the area between your flippers and prevent the ball from escaping. Naturally it's no easy task doing this and you've generally wasted a couple of balls before temporarily securing the place. Unfortunately, just like in the real thing, your ball is never one hundred per cent safe from sliding into obscurity. Narrow channels at the side of the screen are definitely your worst enemy. It is possible to block these up as well, but only for very short periods.

The first level features two faces at either side of the screen which, after being hit a set number of times, open their mouths. If you aim the ball into their mouths you are transported onto a bonus stage where you can increase your score.

Level two features a face in the centre of the screen. Each time you hit the face its power is diminished until finally you are awarded a bonus. If you shoot the ball into one of three channels, each one being strategically situated in out-of-reach places, the face will automatically disappear. Each time the face disappears, a newer meaner face will appear. The meaner the face, the more bonus points you're awarded.

Computerised pinball games haven't proved very successful in the past – *Devil Crash* is the best attempt yet. The game manages to combine the excitement of traditional pinball machines and the explosive action of shoot 'em ups. The graphics, sound effects and gameplay in *Devil Crash* shadow any computer pinball game so far.



You've moved up a stage and a friendly female face greets you. Hit her too many times and she'll be replaced by a repugnant reptile.

THE VERDICT 93

CHEAT!

Cripes it's the section crammed with charlatanism, collusion and craftiness.

ACTION FIGHTER

Sega Master System

Type your name in as SPECIAL. (including the full stop). You'll start as a car with letters up to D.

LIFE FORCE

Nintendo

To get thirty extra ships start the game then press START to pause it. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START. If you're playing in two player mode, do the same but at the end of the sequence press START before SELECT.

Derek Jones, Liverpool.

SUPER THUNDERBLADE

Sega Mega Drive

On the title screen go to options and set the difficulty to hard. Start the game. Bank to the upper right or left hand corner. None of the enemy's fire will hit you (this only works for level one, two and three).

NEW ZEALAND STORY

Sega Mega Drive

There are warp zones on 1-3, 1-4, 2-1 and 2-3. On 1-3 you'll see a large forest. Go to the bottom just above the spikes and small boxes; shoot towards the middle until your arrows disappear and soon a warp zone appears. At the beginning of 1-4 go up slightly and a tiny bit right until two bears appear below the vertical thin block, shoot until a warp zone appears. On 2-1 go all the way to the right and down into a large, triangle-shaped box. Lots of small spikes appear, shoot them and go to the bottom, jump and keep shooting left. On 2-3 go all the way up and right until you come into a square open space with spikes lining the ceiling, shoot below the spikes until a warp appears.

CONTRA

Nintendo

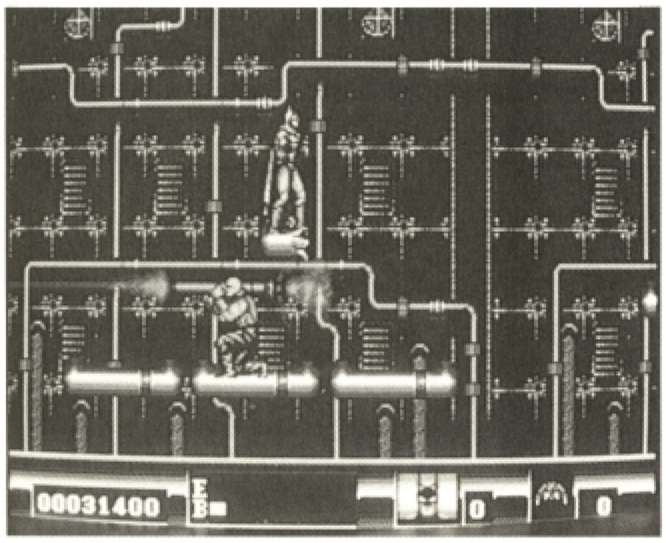
On the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START before the demo commences. This will give you 30 lives to play with.

GOOD GAME, GOOD GAME

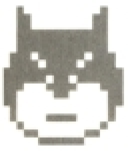
You too could be a winner like **Derek Jones of Liverpool** (who, incidentally, wins an astounding copy of *Ninja Turtles* for his Nintendo) and gain ever-lasting fame in these hallowed Console Action pages. What do you do? It's easy. Simply scribble your game busting ploys on paper and send them in pronto to **Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE.**

BATMAN

Sunsoft/£29.99/Sega Mega Drive



Mmm... that should have fixed the leak. But, please, could you stop shooting around here – you're bound to buckle the piping if you're not careful. It'll only mean me coming out and having to charge you again.



With so many *Batman* games floating around it's little wonder the streets of Gotham are so safe. This version of the game is supposed to tie in with the not so recent film. Good to see the East is with the times.

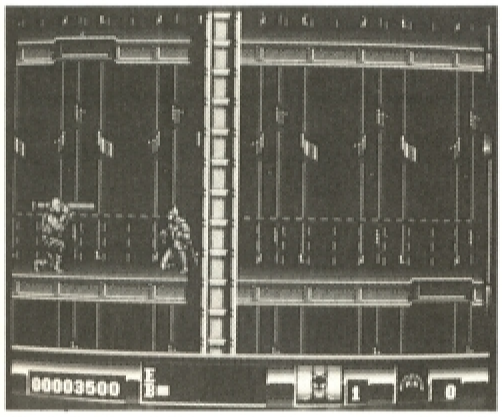
Almost five years since the first *Batman* game, *Batman* for the Sega has appeared. It features arcade quality graphics, good sound effects and excellent gameplay. Well at least that's what it said on the packaging. So what's it really like?

The action starts in a dark, deserted street somewhere in Gotham city. Your aim is to make your way carefully to the Axis Chemical Factory where the dastardly Joker is manufacturing his deadly gases. The first stage is short and reasonably easy, with only the goons and their guns posing any real problems. Once you make your way to the end of the road, you've got to fight a rather large, chubby chap.

You've got batarangs to help with the cause, but as they're in short supply you've got to use them sparingly. It's possible to pick up extra weapons and life-giving tablets as you progress.

From the chemical factory, where strategically placed video cameras fire lasers, you move to the Flugelheim museum. Even if you don't appreciate the game, you can always marvel at the scenery. Next is Gotham city street, then Gotham's night sky in the batplane, and finally Gotham cathedral where you must face and conquer (gasp!) the Joker.

This game is superbly implemented; it's very hard to distinguish the graphics from those of its arcade counterpart. There are some excellently defined backdrops and the main characters are superbly animated and drawn. Of all the *Batman* games, the Mega Drive is certainly one of the best.



Not even Batman has what it takes to survive a bazooka blast. Give up quietly, it'll save your head.

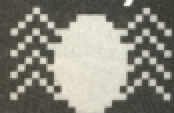
THE VERDICT 81

THE AMAZING SPIDERMAN

Enteractive/£26/Game Boy



Spiderman, Spiderman, does whatever a spider can.



What would you do if your boss had been kidnapped by a group of evil crazies? Save him? Not on your van nelly, mate. Sadly, if your name is *Spiderman*, you'd hit the streets in an attempt to rescue him. Such are the drawbacks of being a super hero.

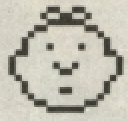
In this mini-epic you guide your fave web-slinger through numerous dangerous New York neighbourhoods and fight the worst criminal low-lives the Big Apple can dish out. The end of each level boasts a mutant who makes other criminals look like nursery school kids. Before the game commences you're treated to a comic-style conversation between Spidey and his first opponent. First in line for your web-spinners is Mysterio, followed by the infamous Hobgoblin, Scorpion's henchmen, Rhino, Doc Oc and finally Anti-Venom.

***Spiderman* has made the switch from comic to console screen convincingly. There are some fantastic graphical effects and the sound is nifty too. Even without Spiderman's name, the game is far better than many beat 'em ups around.**

THE VERDICT 75

PAPERBOY

Mindscape/£25/Game Boy



It's early morning and the birds are singing. That can only mean one thing – the Paperboy is in town. Through sleepy eyes, you deliver newspapers to loyal customers. But you'll need all your riding skills to survive your route through the jungles of suburbia.

At the end of each day your hard-nosed boss reviews your performance. If you do well, you get to wake up bright and early the next day and make your rounds again. If you don't make the grade, there's bound to be a job at the local fast-food joint. Customers occupy light-coloured houses and non-customers reside in dark-coloured houses. Your score, remaining lives and papers are shown at the bottom of the screen.

You score points by delivering papers to your customers. If the papers aren't delivered it's likely you'll have to refund a lot of subscriptions! You get points for breaking non-subscribers windows. Bonus points are attained by hitting garbage cans, lamps, bushes and tombstones.



Avoid the skateboarder or waste valuable paper-delivering time.

Obstacles that cross your path must be avoided; if you crash and fall off your bicycle, you lose a life. You start off with ten papers and can pick up extra bundles of papers as you go.

After you have completed your route, you can really show your stuff and earn extra points at the training course track. You have forty-five seconds to complete the course. Toss papers at the targets along the way as you weave between obstacles. Jump ramps to replenish your supply of papers. When you complete the training course, the number of remaining seconds is multiplied by a hundred and added to your score.

Like the computer versions before it, *Paperboy* is destined to become a classic on the game Boy.

THE VERDICT 87

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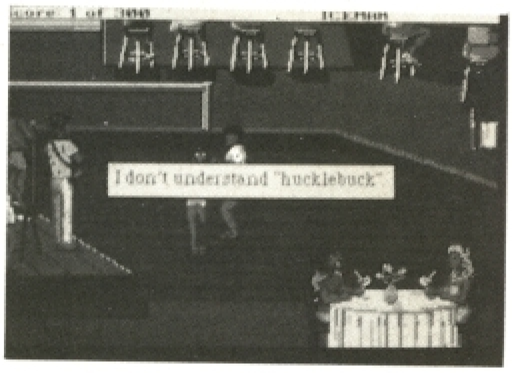
Gamesplayers are always claiming they've seen it all before. This time they'd be right. A page of old games on new formats. That's déjà vu.

CODENAME ICEMAN

Sierra/£39.99/Out Now

AMIGA

Paul: It always seems to be the same with Sierra games. I read the scenario and it sounds great. Then I see the number of disks and feel alarmed. Finally I play the game and feel more than a little bored. After a truly dire opening screen *Codeman Iceman* places our hero on a Bahaman beach looking for his mission. (And, being an Iceman, presumably standing out like a sore thumb.) The game starts like a sub-standard *Leisure Suit Larry* complete with lovely girls at lonely tables. The later stages might be less familiar to Sierra fans, since it includes something of a 'sim' element as our hero submarines to the danger zone.



Apart from this difference, which I found a welcome relief, the game is standard Sierra fair. The puzzles are challenging and sometimes interesting. But the control system, despite a few refinements, is of the "type a sentence and hope the computer understands it" mode. The graphics are the usual port from the PC although Sierra are soon to start programming specifically for the Amiga and ST. Unfortunately, *Codename Iceman* has the sort of graphics that could get the Amiga a bad name.

GRAPHICS 70 ADDICTIVENESS 70 SOUND 68 EXECUTION 69 OVERALL 70

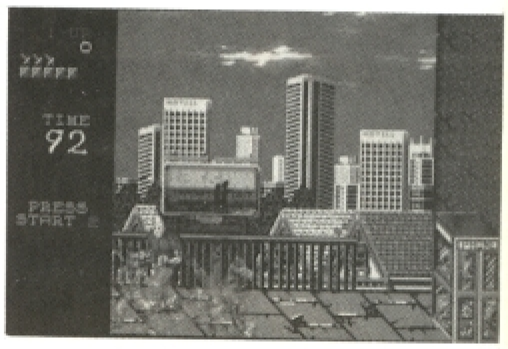
SHADOW WARRIORS

Ocean/£19.99/Out Now

ST

Paul: Yet another Ninja Coin-Op conversion but quite a goodie on that front. The scenario is fairly standard vigilante in New York stuff. Still these games are more about action than plot and there's certainly plenty of that.

Horizontally scrolling across streets, fire escapes and the like, *Shadow Warriors* gives you the chance to meet lots of interesting people and kick the sugar out of them. The control system is effective, with the ninja able to kick, throw, punch and make origami sailing ships without twisting your fingers into a thousand knots round the joystick. Once you've mastered that there's little more to it, though bonus points and objects can be gained by destroying objects and picking up icons. The way your character interacts with the scenery is pretty effective. It's possible to spring back off walls and swing round lamp



posts. So it's just like *Singing In The Rain* really. (Except not many people get beaten up in *Singing In The Rain*.)

Although neither terribly original or terribly difficult, (particularly in two player mode) *Shadow Warriors* is an effective example of its type. Good within its limits.

GRAPHICS 83 ADDICTIVENESS 83 SOUND 74 EXECUTION 84 OVERALL 82

MIDWINTER

MicroProse/£29.99/Out Now (ST version reviewed in ZERO 5)

PC

ZERO HERO

Paul: It's difficult to review *Midwinter* without reading like advertising copy. Great scenario, lovely graphics, brilliant gameplay and more addictiveness than you can shake a drug squad at, make *Midwinter* one of the most outstanding games currently available.

The action takes place in a frozen future where the last outpost of freedom is threatened by the advancing forces of General Masters. Between Masters and world domination stands only a trusty band of men, women and dynamite. However first they must be assembled. To this end Captain Stark must ski, snow buggy and hang glide round the island





recruiting support. Then he's ready to strike back.

***Midwinter* looks superb. The vector graphics work brilliantly to evoke an icy landscape, particularly with the skillful use of shading to add depth and perspective. It's posssible to spend a lot of time simply admiring the relief maps of the island.**

With an impressive range of activities and a well balanced combination of adventure, shoot 'em up and 'sim', *Midwinter* is compulsively playable. The only slight drawback, as readers of *Gutless Gully* will know, is that the game can actually be won in five minutes flat if Stark goes it alone. Allies, who needs 'em?

STOP

GRAPHICS 92 ADDICTIVENESS 94 SOUND 75 EXECUTION 94 OVERALL 93



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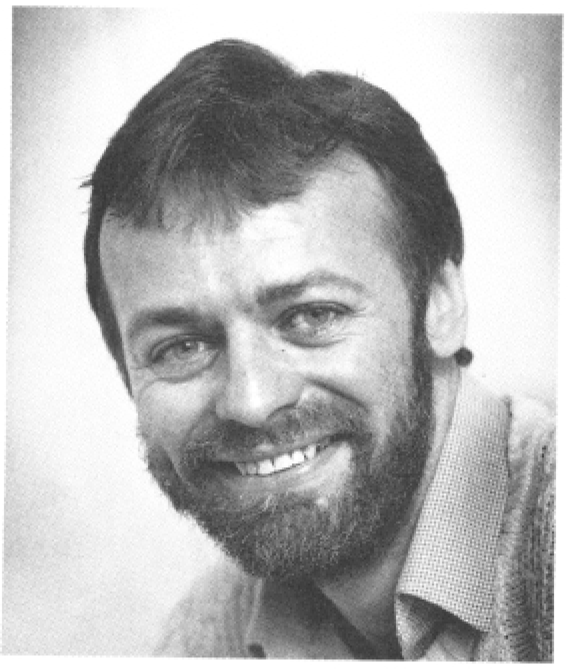
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ADVENTURES

BEARDS INTERNATIONAL



As a knowlegeable beard of the world, who better than *Mike Gerrard* to bring to the Adventure Pages that certain je ne sais quoi.

Yep, my beard has been more places than you'd wish to know about, and this month my small but perfectly formed ZERO Adventure section goes international too. Hurrah! Me and Clueseau between us have had letters from Dutch, Belgian and Japanese readers, and even from the Isle of Wight. Not to mention Sheffield!

The Japanese reader is **Eiji Iwakawa**, who calls himself a ZERO fan and writes all the way from... where was it? Tokyo, Kyoto, Nagasaki? Er, no, it's West Molsey in Surrey, actually, but he says he's about to go on holiday to Japan and get himself a Gameboy while he's there. I'd prefer a game girl myself, but each to his own. Eiji sends in what he calls a "Pervy Poke" for *Leisure Suit Larry I*, and it's hardly a poke but a useful keypress on the PC version: press ALT and X to skip the questions at the start. And thanks to the 200 other readers who've also sent this one in.

Phil Thompson might as well have been writing in Japanese for all the sense I could make of his address, which is in one of those Welsh towns where they've vanquished the vowel. Bwclr is what it looks like. So I can't write back but will use my column to thank Phil for sending in solutions to *Manhunter: New York, Space Quest I, Police Quest II* and *King's Quest I* and *II*. What a busy bee!

Another **Thompson**, this time **Steve** of Telford, expands on the Japanese cheat for *Larry I* on the PC, by saying that when you're asked for your age you should enter any age above 18, then when asked to answer the questions hold down CONTROL-ALT-X and the game will start automatically.

Several readers have written in for postal solutions to various games, but without including an sae. Remember, it's a case of no sae, no comment. And don't send an envelope the size of a gnat's knickers, make it A5 size at least. I haven't got solutions to every game, but I do have an awful jolly lot of them.

...an envelope the size of a gnat's knickers..

Forced to live in Sheffield for reasons that baffle me is **Paul Hardy**, whose message to the world is: "People say adventurers are a dying breed. Well, I've not died off yet and I know hundreds of other adventurers. My five favourite adventures/RPGs of all time are *Dungeon Master, Journey, Bloodwych, Xenomorph* and *Champions of Krynn.*" Paul's an Amiga amigo, and signs off by saying,"keep up the good work, and may your beard forever grow downwards!" Would anyone else out there like to nominate their five faves?

Right, let's head Hollandwards, and that means **Remko Heerings** of Landgraaf. The latest bit of Heerings aid I've received are solutions to *Space Quest I* and *III*, and an object list for *Space Quest II*. As a tip on *Space Quest III*, Remko says that there are three different ways to kill the robot on Phleebut. One is to let him walk through the cave, but be sure not to walk through it yourself. Another is to let him walk into the mechanism of the elevator in the shop. Finally you can use the hook to swing the robot into the mechanism in the shop, when he's standing by the generator.

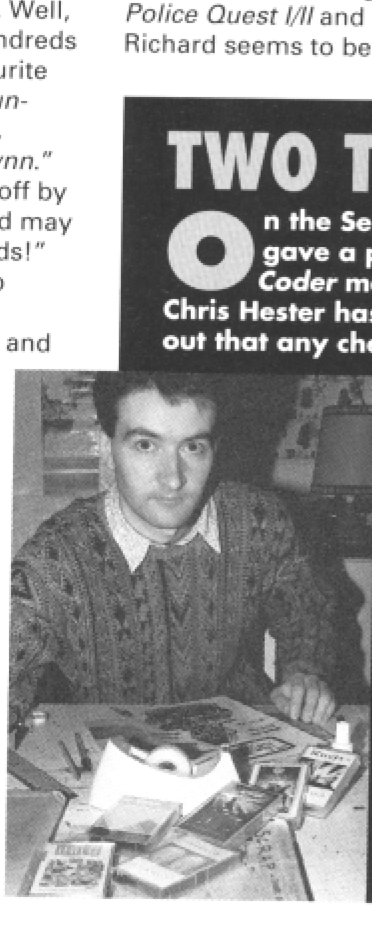
A solution to *Space Quest III* also came in from Amigsters **Luke Doyle** and **Steven Batcup** in Luton, so thanks for that, and their main piece of advice is to *save* your game regularly. Thanks are also due to **Tom Grabiec** of Chiswick, not only for solutions to *Maniac Mansion* and *Personal Nightmare* but also for saying that ZERO is the "best mag that bucks can buy." I will try to squeeze in these solutions over the coming months, as y'all seem to love 'em.



There's a bevy of adventurers in Court Road, Malvern, where abideth both **Richard Aston** and **Steve Kilcline**. Richard's full address is 115 Court Road, Malvern, Worcs WR14 3EF, and he's offering to answer ZERO readers' questions on any of the following adventures, so long as you enclose an sae and don't ask for full solutions: *Space Quest I/II/III, Leisure Suit Larry I/II/III, King's Quest I* and *IV, Police Quest I/II* and *Hero's Quest I*. Richard seems to be a slight Sierra fan,

TWO TIT BITS

On the September issue I gave a plug to *Adventure Coder* magazine, but editor Chris Hester has asked me to point out that any cheques or postal orders should be made out to him, not *Adventure Coder*. Also, the magazine is going to be an ameoba and split. One of the offpsring will be of interest to many ZERO readers, as it'll be called *ST Adventure Coder*. Same price as before. To help publicise this



as he's also on the way to solving *Conquest Of Camelot, King's Quest II* and *III, Codename: Iceman* and *Colonel's Bequest*. Crikey.

Steve, meanwhile, offers some tips on *Colonel's Bequest*, for which I feel a bit of backwards writing coming on. To get the rope in the bell tower: LLUP DNA ENAC HTIW KOOH. What to oil with the oil? RUOMRA EHT DNA LLEB EHT. And the crackers: TORRAP OT MEHT EVIG.

The anonymous **McQueen** of Bangor,Northern Ireland says:"Just in case any thickos are stuck in *The Pawn,* here are a few handy hints. Ask Kronos about the wristband, and do what he says with the box when you next see the adventurer. To lever the boulder, take off your shirt and tie the hoe to the rake. In the forest (to the south), find the clearing then look in the stump and take the bag. Mix the red, blue and green."

Finally, I've got a big one. A big envelope, that is, containing eight Sierra solutions. The kind personage who sent them is **Thomas Vander Stichele** of Ferrerlaan 117 gOOO Ghent, Belgium. See, told you it was international this month. Thomas offered to send readers copies of his solutions if they sent him a pound, but he stressed that it shouldn't be a pound coin, which banks won't exchange. As we only have a pound coin these days, this might prove a bit tricky.

Thomas asked me some questions about *King's Quest IV*. To help him and others, you use the crown when you swim through the waterfall as a frog. The bridle for the unicorn is on the desert island somewhere and you use the shovel to open the graves.

That's all folks, so it's au revoir, arrivederci and tatty-bye from the international adventure scene.

change, Chris has sent me a photo of himself. Yummy.

Also in the Sept issue (bless you), were some spells for *Dragon's Breath*. Bryn Welham of Haywards Heath has worked out some more on his little Amiga, and wishes to share them with the world. So he shall.

COMBAT
(reduces wisdom)

2 X *RASGON*	**GRIND + HEAT**
3 X *ULIN*	**NORMAL + CONDENSE**
1 X *ACRUS*	**MIX + HEAT**

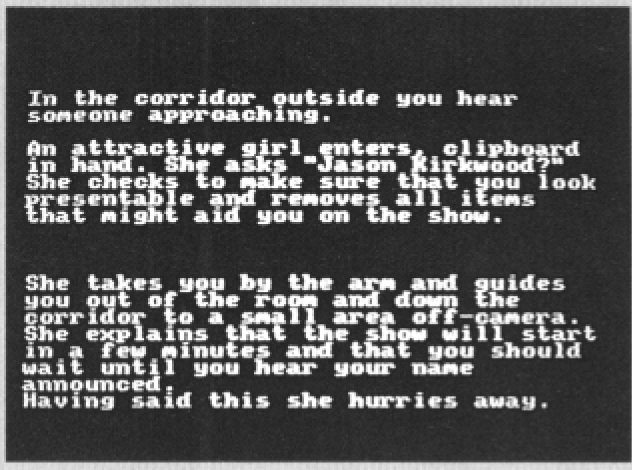
POWER
(increases eggs by two)

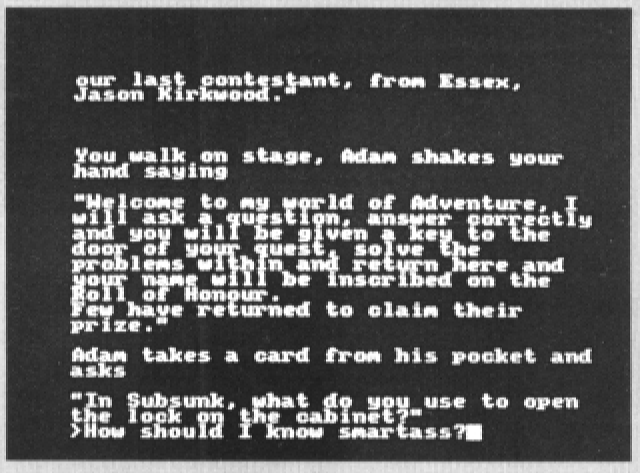
2 X *SALS*	**MIX + NOTHING**
3 X *KAIRMENDE*	**NORMAL + NOTHING**
1 X *ACRUS*	**MIX + HEAT**

Muchas gracias, señor Welham.

PAUPERS' PARADISE

Once again it's time for me to take pity on the poor little paupers out there who hardly have two pennies to rub together once they've bought a copy of ZERO and paid the HP on their spanky new 16-bit computer. Lack of dosh is a common problem.





The answer is to try a budget bargain. Several months back I reviewed a few games from a company called Zenobi Software, that specialises in ST adventures. And while the prices are cheap, the games certainly aren't. I even persuaded the company to give ZERO readers an exclusive deal by shaving a few more pence off their profits. And Zenobi asked me if I'd like to do it again and give a never-to-be-repeated offer on their latest three adventures.

I've had a quick shufti at all three, which turned into an extremely slow shufti as I carried on playing them all for hours. There's one called *The Adventurer*, which will appeal to all old hands, with lots of in-jokes as you start the game in a TV studio about to enter the Adventurer of the Year Quest. At least, that's what you think. Then there's *Souldrinker*, in which you must pass through the Cave of Souls before entering the Gates of Hell to reclaim the cursed sword Souldrinker from Satan himself. Finally there are two text-only tales on one disc: *The Challenge* and *The Thief*, otherwise known as *Two For One*.

These games are available only to ZERO readers at the reduced price of £4.99, but that's not all. With each game you buy you get an extra free disk, containing a copy of the STAC demo program, a Virus Killer program, or just plain blank. All you gotta do is say which you want. Cop the Zenobi coupon right now!

COUPON

Send to ZENOBI SOFTWARE, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

DEAR ZENOBI, I'm that very special type of person, the kind who reads the lovely ZERO, so would you be so good as to send me the following ST adventures by return of post if not sooner? Thank you ever so muchly.

- ○ ***The Adventurer***
- ○ ***Souldrinker***
- ○ ***Two For One***

In addition, I would like my free disk(s) to contain:

- ○ **STAC demo**
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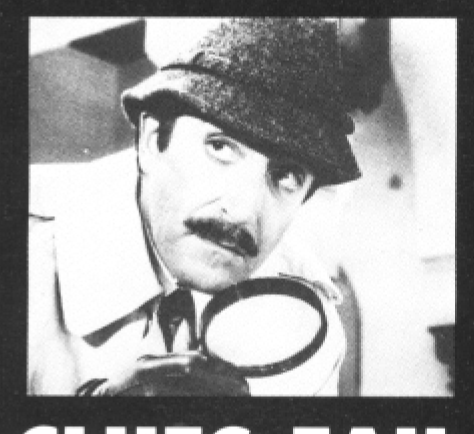
I include my cheque/postal order of £4.99 per game (including postage), amounting to £ ________ and made payable to you: Zenobi Software.

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RETURN OF ZE PINK PANTHER



CLUES-EAU

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.

At last and enfin, mah leetle chicklets, c'est moi, Inspector Clueseau, back where ah belong, in mah favoreet reading mattair aftair Le Police Gazette de Paris, and zat of course is ZERO. Ah 'umbly apolojaz for mah absence temporairy, while ah was called away to investigate some urgent casses, but ah could nert 'elp but nertice in mah absence zat you were entertained most agreablement by a certain mademoiselle Medley. Zis lady was tres belle, n'est-ce pas? And now you 'ave nercing but mah 'orrible 'airy face-type mush once more to regardez vous. Bert un oeuf of zis, and on wiz ze adventure-type questions (or les questions, as we say en France)!



SOSI DEVIL

Monsieur **Chris Brackley** ask two zillion and eight questions on *The Bard's Tale*, but ah only 'ave a room to answer a couple 'ere. One sing he want to know very much is what does ze Magic Mouth do. Well ma leetle haricot, it can be used to cast ze LLEPS ISOS. And what is ze answer to ze Magic Mouth on ze first level of Kylerean's Tower, ze one zat asks "Name the one of cold, foretold, twofold." Ze answer to zat question is MELOG ENOTS. D'accord?



WARNING: Do not touch. This man is completely barking bananas. And he's erm... French.

SKULL DAZE

Un question simple from **David Robinson** of Sheffield: "Please, please (grovel, grovel) help me get the five skulls in Kult." But zat is ze whole point of ze game! You mean you want nercing less zan a full solution. Well, you shall 'ave it, but in return ah want nercing less zan an sae, pronto. Remember mes folks and folkettes, if you want your questions answered by post, or want a whole solution, you must always enclose not merely an E but one wiz an S and your A on it.

CLUELESS

Steven Thompson will throw 'is computeur out of ze window unless ah can 'elp 'im on *Bad Blood*, from Origin. Zis is a shame, as my raid on ze filing system drew, 'ow you say, a complete blanc. Don't forget to duck, zen, if you 'appen to walk past ze 'ouse of Steven, which 'as ze strange name of Champion Jockey in Wrekin Drive, Donnington, Telford, Shropshire. Or maybe some kind reader of ZERO can solve Steven's leetle probleme, which is 'ow to get to ze Oracle's 'ouse. "I've got a boat and gone to the north shore of the lake, as I was told by the Shaman that I rescued, but the description he gave me was totally useless. He said that it's at the end of a twisty canyon, the entrance to which is on the north shore of the lake by Nivvik. The problem is that there are 9,999,999,999 twisty canyons on the north shore of the lake. Please (x 100) help me." Over to you, les ZERO 'eroes.

ISLE OF WIGHT NIGHTMARE

Dear Inspecteur," writes **P. Backhouse** of Niton on ze Isle of Wight, "I am very stuck on *Personal Nightmare*. I even tried phoning a games help line but they didn't know what to do! The section I'm stuck on is in the garage. There is a torch that you need to light to cut the chains holding the lifting block, but I'm stuck because I can't light the torch. Can you please help me?"

Of course ah can, PB ma leetle cheum, wiz a bit of assistance from Clueseau's voluminous files. To light ze torch you need... some matches. Ta-da! Ah, but where are ze matches? Well you should be able to find them NEHCTIK EHT NI at the KCUD DNA GOD.

OEUF 'IS TROLLEY

As a limonade on the rocks man, Clues-eau's been unable to get past level one of most games recently. Things have been so tricky that he decided to come up with a master plan, so secret that even he himself didn't know about it. He was found in President Mitterand's office looking like he'd just survived a nuclear holocaust and muttering how he was the only one who could 'do the do'. The man is clearly a lunatic and needs our help. Send all your tips and cheats to The Man With The Beard, ZERO, 14 Rathbone Place, London W1P 1DE.


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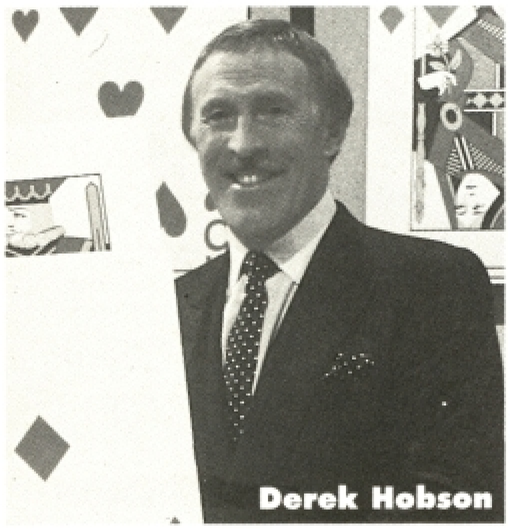
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Derek Hobson

ALL THE HITS AND MORE

On The Alan P. Thorpe Show
(The disc jockey who's so crap no radio station would touch him with a barge pole)



Ya ha ha ha! I've got a guest in the studio this week. Not (as promised) the boys from Yell, but somebody even better. Can you guess who it is? I'll give you a clue... it's Derek Hobson. Think about it while I lay a solid slice of rave onto the turntable. Here's Carol Decker and T'pau with *I Should Be So Lucky*. Take it away Sonia...

(Put on I Should Be So Lucky *by Kylie Minogue. Ed.)*

Rave! That was *China In Your Hand* by Sadé. Okay, did you guess? Here are some more clues. He hosted *New Faces*, the 1970's talent programme for ITV. Then he hosted a chat show called *Hobson's Choice*. And recently he hosted the canine quiz show *That's My Dog*. Got it? My guest is Derek Hobson! Hello Derek.

Derek: Hello Alan. I like your shirt.

Alan: Thanks, Alan. Whoops, hang on – I'm Alan. Sorry, I haven't interviewed anyone before. Er, so what was it like hosting *Play Your Cards Right*?

Derek: I didn't host *Play Your Cards Right*, that was Bruce Forsyth.

Alan: Oh no! I'm so sorry, what a terrible start to an interview. Forgive me – I always get you two mixed up.

Derek: Don't worry about it, Alan. It's an easy mistake to make.

Alan: But what must you think of me?

Derek: I said don't worry about it.

Alan: No, no, I can't go on. I'm going to have to put on a record. Um, here's Jive Bunny with *Naked In The Rain*.

(Put on Naked In The Rain *by Blue Pearl. Ed.)*

(Feeling a bit better) Ya ha ha ha. Hi it's me, Alan P. Thorpe, with the hottest, heaviest, hugest, er, hippest, um... er... hits on the planet. That was *Jive Bunny* by Sadé. I've got a guest in the studio, and it's Derek Batey!

Derek: Hobson, Derek Hobson.

Alan: ...Oh no, I've done it again.

Derek: It doesn't matter.

Alan: It does, it does! God, you must think I'm so unprofessional.

Derek: Not at all. You're just nervous.

Alan: That's no excuse. Look, I can't go on – I'm going to pieces here.

Derek: Hey, hold on – you can't back out now, I haven't made a TV or radio appearance for years.

Alan: I'm sorry, but I'm shattered. My nerves have gone. I can't handle you.

Derek: But I'm really easy to handle, it's not as if I'm Oliver Reed.

Alan: No, I'm going to wrap the show. I'm going to play *Caroline* by Craig McLoughlan and then I'm going home.

Derek: Alan, please... Look, here's a fiver.

(Put on Mona *by Henry Ramsay. Ed.)*

MAD DOG

FIGHTER ACE

Ed's voice... "Mad Dog, the flight crew and all the passengers are M.I.A. We're not sure what happened, although rumours are filtering in that the Mad Dog Airways BAC 1-11 was shot down by American fighter planes who had mistaken it for an Iraqi Mig 29. Mad Dog and co have been missing for three weeks, and I don't know where exactly they are, or indeed if any of them are alive. The best thing I can do is print a transcript of the final radio message we received. (Oh, and pray for their safe return, of course – hem hem.)"

The final Mad Dog radio update (with crackles included):

"Yo flyboys! (And ground-chicks.) Mad Dog here (crackle). Tunisia went like a dream, copy? Took out several ground targets in Tunis (crackle) and bagged three attacking Migs on the way – top marks to rear-gunners Jason Weir, (crackle) Glen Dawkins and Rob Buchanan. Not quite so high marks to Pinky "Spoons" Pickering who got himself shot in both arms without hitting a damned thing (crackle). Poor show – his spoon melting skills proved useless. Full marks, however, to plucky stewardess Mrs Ledbury, who managed to serve tea in the thick of the action (despite being subjected to intense positive and negative G-forces. What a trooper). Anyway, (crackle) that was hours ago: we're somewhere near Cyprus at the moment, according to navigator Otto. In about half an hour things are really going to be hotting up. Mind you, with bikini-clad hostess Kate here in the cockpit they're pretty hot anyway (crackle). Oh, and... hey, what's that? (Crackle, crackle, crackle, crackle, hisssssssssss.)

End of message.

So, is that Mad Dogs 'lot', as they say? Or will he and other survivors be turning up next month? Who can tell.

HOLIDAY HELPLINE

Four translations to help you out when touring Holland.

English	Dutch
Have you got the time?	Nood hoog.
I need to go to the toilet.	Nood hoog.
Three pints of shandy please.	Nood hoog.
Cor, look, there's a tulip!	Nood hoog.

CLAIMS TO FAME

Where you send in pictures of yourself sharing a private moment with Princess Michael of Kent and Christopher Biggins (or something). Heaps of entries this month, so without further ado...



Colin Bell of Aldershot says: "Here's one to beat Jimmy Saville – this one of me and Linda Lusardi has got to be worth a prize!" Well, yes, it is quite good, and scores eight. (If Colin had persuaded Linda to get her funbags out he would have got ten.)



All the way from Gibraltar we have Adam Cuadra with none other than Patrick Moore. "Patrick came to Gibraltar to give a lecture on our Galaxy," says Adam, "but he didn't bring Claire Rayner with him." Apparently not. Still, nice to see he took one of his ridiculous suits.



Neil Beighton and Mark Webber of Exeter in Devon managed to get a shot of themselves 'hanging out' with Linford Christie. It's weird, isn't it? Linford's got remarkably bad posture for such a fine athlete.



Tantara! A second appearance in Yikes! for famous bald ex-champion swimmer Duncan Goodhew. This time he's been snapped with Susan Pick of Hillingdon in Middlesex. Can anyone score the hat-trick?



Did you know that Roy Barraclough (who plays Alec Gilroy in Coronation Street) used to be a redcoat at Atherfield Bay Holiday Camp? Well he did, and here's proof. It's from Phil 'Kick Sand In Their Faces' Brigley of Carshalton, Surrey – and was taken 25 years ago.



D.M. Hubbard from Dewsbury in Yorks writes: "I am sending you this picture of me and my girlfriend, Bonnie Tyler (well, I can dream)." Poor old Bonnie seems to be having some trouble with her contact lenses.



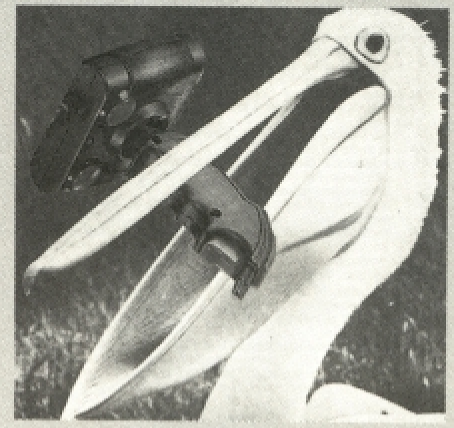
Andrew Hicks sends this seven year old shot of him and Peter Davison at a *Doctor Who* convention. Er, the trouble is that Peter doesn't seem to be aware that Andrew's there at all. A bit on the useless side, really.

Here's Alan Robertson of Portslade in Sussex, having his book signed by Murray Walker. Alan wins this month's 'crappiest photo' award. Well done Alan.



HIGHEST JOYSTICK IN THE WORLD

Got a joystick and a camera? Been anywhere high or unusual lately? Then you might well be pictured below.



Here's the first photo, except it's a photo 'montage' and as such doesn't count. It's from a **Mr Grapple D. Apple** (?) of Hove in Sussex, who asks "Can you send me (or print) some more pictures of Amaya Lopez?" Well, Mr Apple – if you send us a REAL photo of a joystick in an unusual place, we'll print a pic of Amaya. That's fair, isn't it?



This one was hand delivered to the ZERO offices. It's from **Ian Ross**, who's manager of the Virgin Megastore computer games department (in Oxford Street). The picture shows his girlfriend's mum, **Mrs L. Smith** of Cumbernauld in Glasgow, at the summit of Ben Nevis. As the Ben Nevis summit was reached last ish by Stuart Harvey (also of Cumbernauld), Mrs Smith doesn't make it into the Yikes! record books – but she has got the Virgin Megastore a free plug (two free plugs if you include that one), so Ian should be giving her a prize.

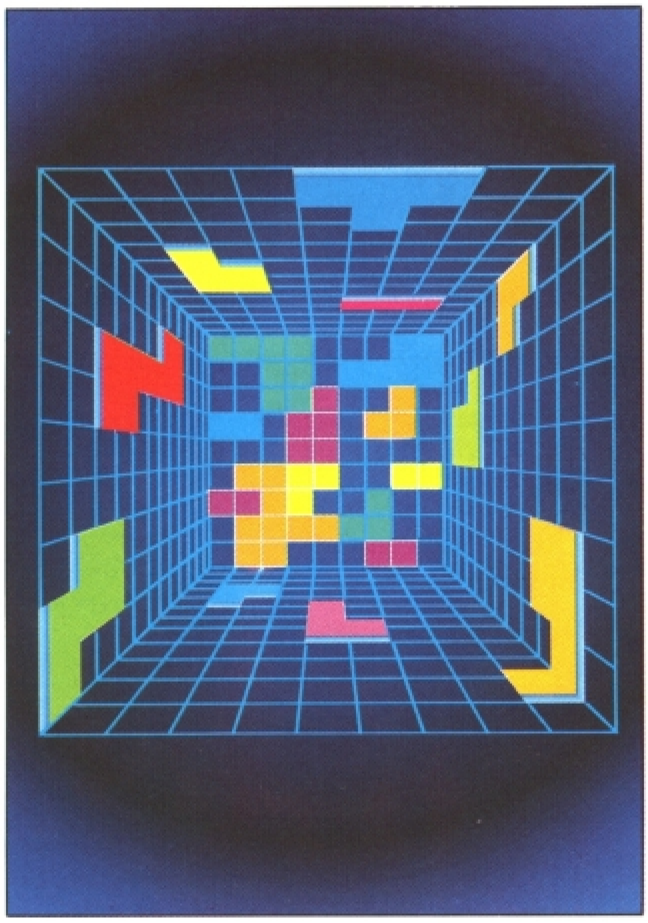
ON THE RUN

with ROBERT McALPINE JUNIOR
See the Births, Marriages, Deaths And Divorce column on the Give Or Take pages. Ed.

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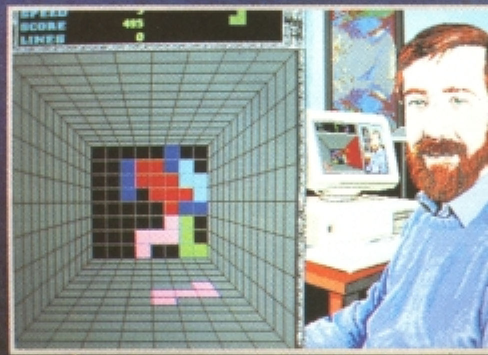
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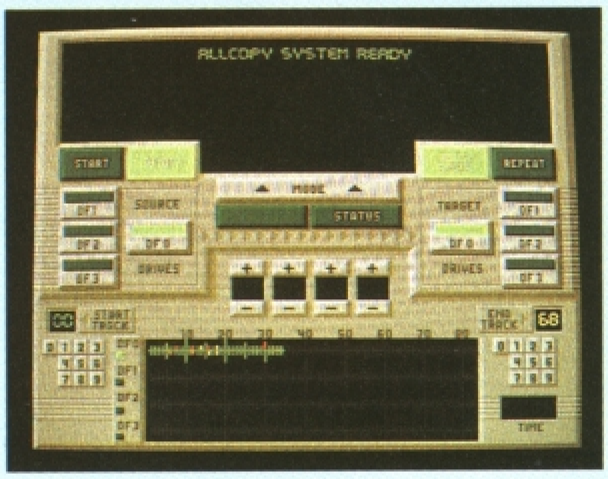
The equipment functions as if it made a copy with two-base diskdrive. ACS (Allcopy System) does not mind even the most awkward codesystems: It accepts all formats. You must have an Amiga with an extra diskdrive in order to utilize the Allcopy-mode of the set. The low price, the many utility programs and the new generation copy-program all make the ACS a necessary investment even if you do not own an extra disk-drive.

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BLACK SHAPE

The Alternative* Letters Page

Hi! Me again. And there's to be no talk of willies this month, okay? In fact I've decided that the first person to bring the subject up is a poof (not including me, of course).

Dear Black Shape,
Your constant referral to the male reproductive organ donates *(sic)* a deep-seated guilt, and you also claim to have no offspring. It is my considered opinion that these are signs of a homo-transvestual. So just lie back on the couch and answer the questions calmly and rationally.
1) Have you ever had the urge to dress up as a scout and sing "ging gang I want your goolies"?
2) As a child did you always want to be a nurse when you played Doctors and Nurses?
3) Did your mother dress you as a girl and tell you your willy was a rip-cord for a parachute hidden in your belly button?
If you answer 'yes' to any of these questions then it's too late, even with my psychological training I can't help you.
Dr. Strangelove
● *Oi, are you calling me a poof? I suppose I'd better answer your three useless questions (you poof)...*
1) A quite emphatic no, you'll be glad to hear. I normally dress up as a Brownie... Whoops, er, no I don't – I dress up as a paratrooper. Oh dear, that's even worse. Okay, yes, yes, yes, I admit it: the scout uniform does hold a certain attraction for me, but I've never sung that song – I just hum the tune.
2) No, I always pretended to be the legionnaires disease virus in the hospital air conditioning system.
3) Yes. I was always rather confused about that one, because girls haven't got willies. Still, she meant well. **Black Shape.**

Dear Black Shape
What a con Bob Marley is. Me and my wife went to his concert at our local park the other night, but found out that he was dead after spending £20.00 on two tickets. You'd have thought he would show some Dunkirk spirit and perform the concert dead – just like Roy Kinnear performs the Musketeer films on television dead, and the way Eamonn Andrews performed This Is Your Life six weeks after dying.
Mr & Mrs Betts,
Norwich
● *It's a scandal, isn't it? I hope you managed to get your money back. That Bob Marley really is a shirker – after all, look at the amount of effort James Dean puts into his films every time they're shown on the telly – and he's been dead for ages. Plus what about the current Jimi Hendrix world tour? Rave reviews, and far more entertaining than Tina 'Pepsi' Turner's.* **Black Shape.**

Dear "Forme Noire" (you forget the "e" in the 10th issue...)
I'm writing to say I'm one of the very few French who read your magazine. (The only one??) But sorry, I don't buy every issue because of three reasons: First and most important, your magazine is very hard to get in France. Then my wallet is very often empty because I have to buy French magazines, and an American... every month. I also want you to know that there's many consoles addicts in France (I'm one of them). For example, the French console shops have had the Supergraphx before yours (hu hu hu hu). I own a Mega Drive at the moment but I'm waiting for NEC's hand held and... well, dreaming about arcade games (rhhhhaaaa... *R-Type*..) on Universal Energizer. Now, if any of your readers come to France I think they would like to know which is the best French magazine (about computers and consoles games of course!...) Well, I think they should buy Joystick (and discover crazy J.M. Destroy!...) Any console fan could contact 'us' (I mean me and my friends hu hu) on Minitel Service. Just dial 3614 and enter RTEL2. Then let us a message on "Club Consoles" or in my "BAL" (Lao). Now, Black Shape, I hope you will write about us differently...
Lao
Fife, Scotland (I'm on holiday).
● *The French, eh? Aren't they brill! Not only will their side of the Channel Tunnel be finished before ours, but also their rail system makes B.R. look like a pile of old cacked Y-fronts. (Mind you, B.R. is a pile of old cacked Y-fronts.) Hmmm, it seems the French are faultless. WAIT! I just remembered something. Didn't the French Government blow up the Greenpeace ship Rainbow Warrior? Yes, I think they did. Still, we can't blame Lao for that, can we? (Yes. Ed.)*
Black Shape.

Dear Shapey
On the 21st of January, 1990, at around 1.30 pm, I beat Ross Hatcher's record of eating two digestive biscuits in one minute and 22.87 seconds. I ate two digestive biscuits in one minute and 7.52 seconds! That has to be a world record. I'd like to see anyone else do better!
Christian Lathom-Sharp
Beaconsfield, Bucks
● *I'm impressed. What I'm not so impressed with is the speed at which it took you to tell me of your response to the challenge – and I'm going to add that time to your score. This means that you managed to eat two digestive biscuits in eight months, one minute and 7.52 seconds. Absolutely useless, but I'm going to phone Norris McWhirter and tell him anyway...*
Black Shape: Mr McWhirter, one of our readers claims to have eaten two digestive biscuits in a little over eight months.
Norris: String him up! String everyone up.
Oh dear. **Black Shape.**

Dear Black Shape
Steven Batcup
Luton, Beds
● *Hoorah! A letter with hardly any words in it. That means that I can talk about anything I want. Right. How about embarrassingly pathetic 'blurb' on the backs of food packets? For instance, I was in the local Safeway freezer cabinet the other day when I chanced upon a Birds-Eye 'Gino Ginelli' cheese and tomato luxury pizza. A mouth watering picture on the front, so I flipped the box over. Another picture and some words. Big (in red) it said "Gino Ginelli", beneath which (in green) it said "Cheese and Tomato Luxury Pizza". Fair enough, you might say. But guess what it said under that? "Life in Italy today is fast, fun and fashionable, and Gino Ginelli luxury pizzas follow that style." What utter crap. How can a pizza be fast, fun and fashionable. (Unless it can tell jokes, be worn as a hat and owns a Ferrari Testarossa.) I don't know, these advertising people.* **Black Shape.**

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*i.e. black with shapey bits


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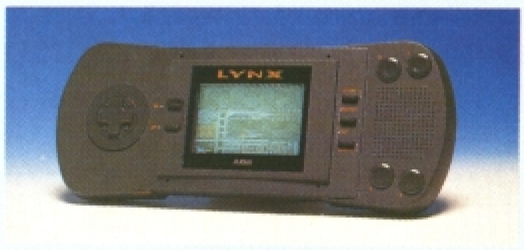
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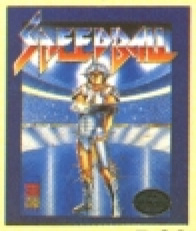
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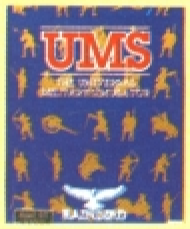
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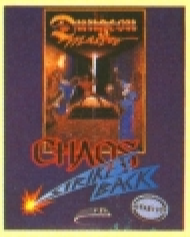
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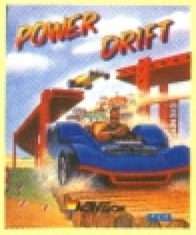
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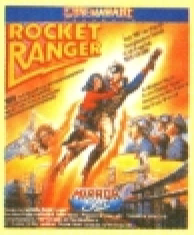
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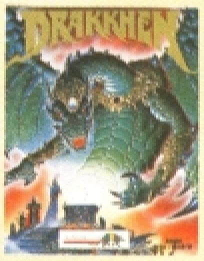
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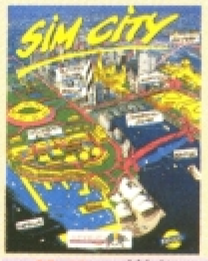
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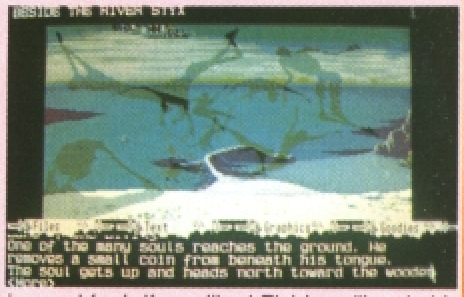
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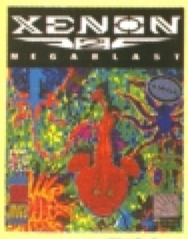
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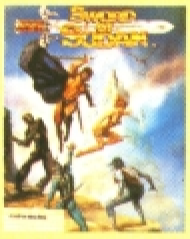


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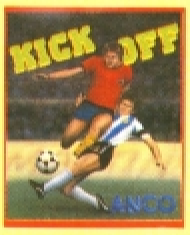


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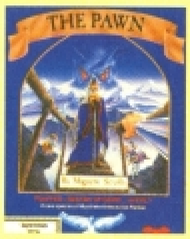
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● Amiga users everywhere! Contact me to swop PD and loads of game cheats. I'm fast and 100% reliable. Hurry! Contact Simon McManus at 68 Ambleside Close, Blackburn, Lancs BB1 5HE.

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● Wanted *Teenage Queen* (strip poker) *(You perv. Ed.)* for the Amiga. Will swop *The Real Ghostbusters* and tips for *Man United*, *Dan Dare III* and more. Phone (0733) 231871 between 4pm and 8pm.

● Has anyone out there got a 520ST version of the *Snowman* demo? Contact Scott, 202 Marsh Lane, West Bromwich, West Midlands B71 2DB. I will pay up to £2.50.

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● *S.E.U.C.K.* wanted for the Amiga, will pay £12 or swop with *Batman* or some of my PD software. Write to Steve Davis, 18 Spring Avenue, Little Sutton, South Wirral L66 3SH.

● Adamski *N-R-G* CD single. Pet Shop Boys *Opportunities* (any version, 12" or 7"). Contact Grainger Oliff, 33 Hillside Crescent, Weldon, Corby, Northants. NN17 3HF. I will pay any reasonable price.

● Swop Atari ST for CBM64 with cassette, disk drive and loads of software etc. write to Mrs J.A. Carter, 58 Napier Road, Thornhill, Southampton with details. Best offer accepted.

BIRTHS, MARRIAGES, DEATHS AND DIVORCE

● Dum Aian Aiam was going to buy an Amiga 500 Batpack but bought a second-hand Speccy 48K no game now Aian get that brilliant cool super great Amiga.

● Robert Horatio McAlpine Junior, loving son of Robert Senior and wife Madge has been taken from us. Due to slight miscalculations his tunnel surfaced not on French soil, but on the bed of the English Channel, one kilometre from the French coast. Death was by drowning. His body will be encased in concrete and used as hardcore somewhere on the M25 between junctions 13 and 14. Bless you Robert, and take comfort that you built in death as you built in life (i.e. rather badly).

MESSAGES AND EVENTS

● To all Makams especially Dan Dastard The Makam Bastard, supporter of the luckiest team in footballing history. Did you enjoy Wembley? Great goal by Bennet. From a loving, caring Geordie.

● Lina, is that hug still available? I think Hamish may need it more than me: got two? See ya this year I hope!!!!!!!! Cuddles and frowns, The Lost Soul.

LONELY HEARTS

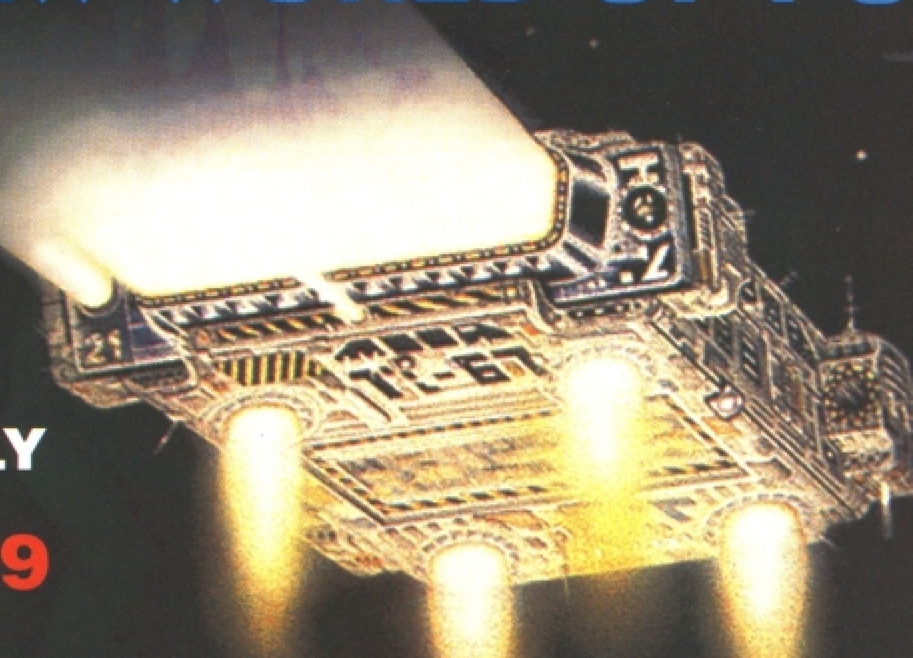
● Are you Female? Are you aged between15/17 ish? If not ignore this but if you are don't hesitate to write to me (Paul) at 8 East Acres, Cotgrave, Notts, NG12 3JP. 100 per cent reply guaranteed.

● I wandered lonely as a four letter word. Send all your pervy letters to the Big One in Heaven.

STOP

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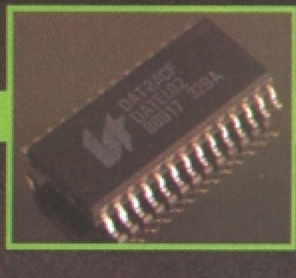


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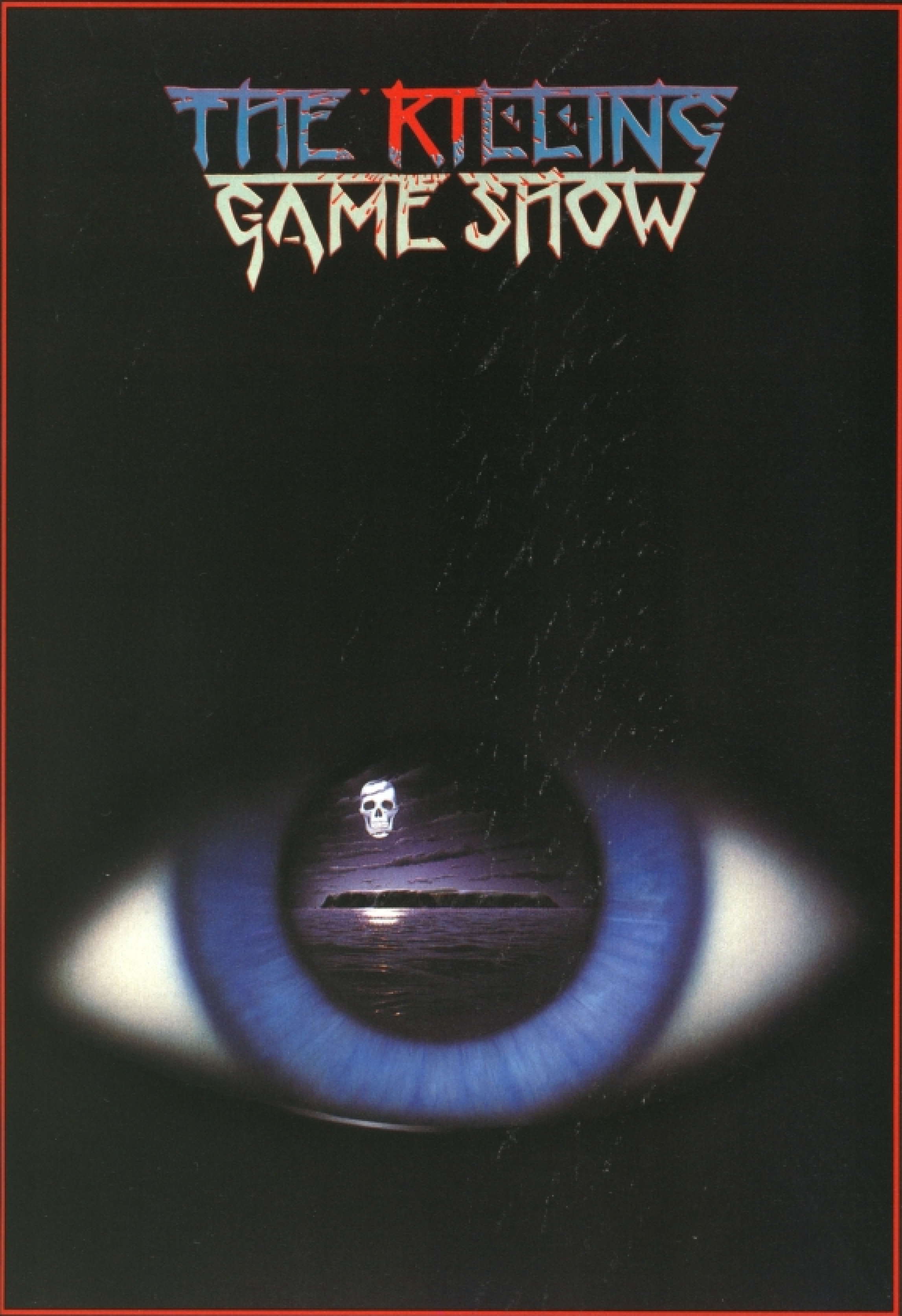
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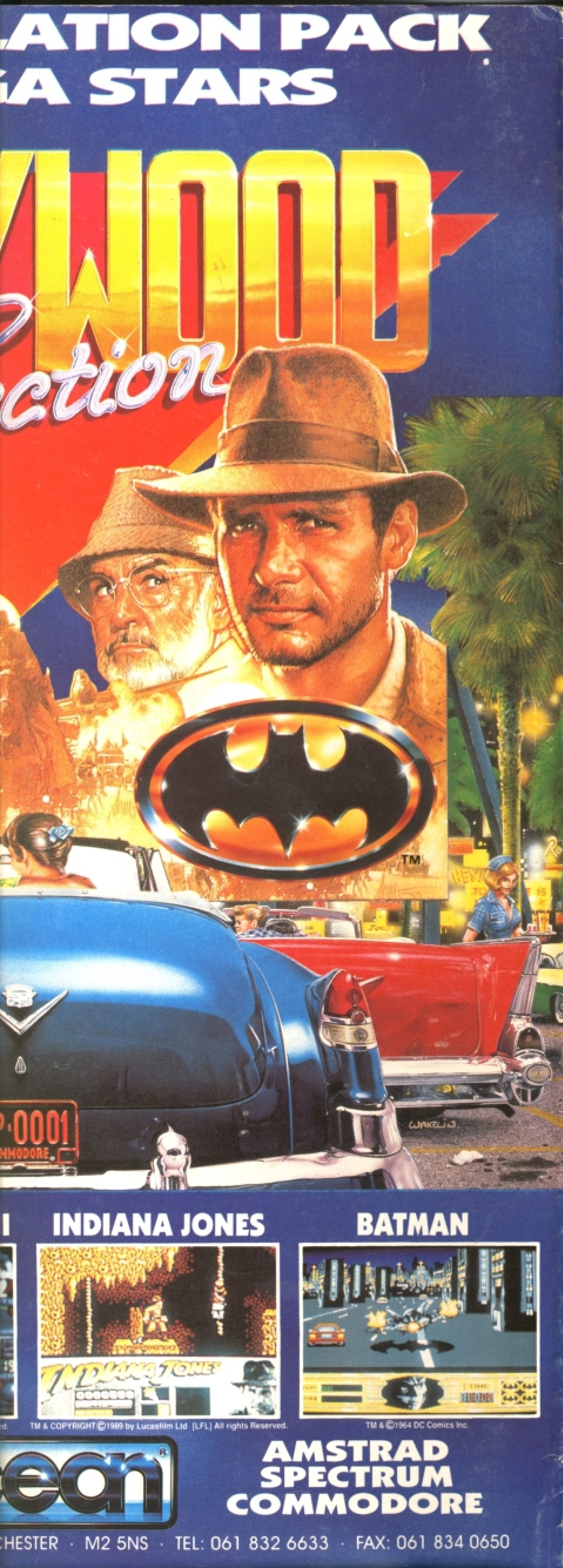
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